ANNIE HIRATA

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OBJECTIVE

Seeking an entry-level position in animation where I can use my skills in computer science to help artists while continuing to develop and expand my skill set.

SKILLS

Coding Languages

Fluent in Python, C++
Intermediate in C, SQL
Novice in Java, C#, JavaScript, GLSL

Tools and Software

Fluent in Adobe Illustrator
Intermediate in Git/GitHub
Novice in Maya, PySide2, PyMel, Linux

EDUCATION

University of California, Irvine | Irvine, CA **Sep 2018-Jun 2020**

B.S Computer Science; Specialization in Visual Computing
GPA: 3.96 | Phi Beta Kappa Member

Relevant Coursework

Design and Analysis of Algorithms
Project in Advanced Computer Graphics
Project in Software System Design
Data Structures Implementation and Analysis
Project in Computer Vision
Intro to Technical Art

PROJECTS

Apply Animation Tool (Python) **Aug 2020**

- Wrote a tool using PyMEL and Pyside2 for Maya that batch imports animations, applies the animations to a character, and saves out the applied animations

Path Tracer (C++) **May-Jun 2020**

- Implemented path tracer with Monte Carlo integration from a given code base
- Wrote BRDF and BTDF classes for diffuse, specular and specular refractive shaders
- Wrote functions to compute radiance with next event estimation and depth of field, terminating recursion with the Russian roulette method.

Cloth Simulation (Javascript) **May 2020**

- Implemented a mass-spring particle system to simulate cloth motion using the semi-implicit Euler's method
- Forces considered: gravity, damping, viscous, structural, shear and flexion

EXPERIENCE

Northrop Grumman | Technical (Software Engineer) Intern **Jun-Dec 2019**

- Canvassed engineers to learn about their testing process and desired software features to streamline the process. Used this research to develop software to automate testing equipment and log data to increase productivity of the engineers and decrease hardware loss
- Used Python to collect data and verify the performance of third party hardware