ANTON JOSE AGANA

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EXPERIENCE

Lucasfilm Animation   *Nicasio, CA*
Assistant Technical Director   *Jan 2012 – May 2013*
  Identified workflow/processes that could be automated to save time and wrote Python scripts for them.
  Qualified aesthetic & technical quality of 3D assets, and ensured their subsequent delivery as requested by clients.
  Provided troubleshooting and technical support for the Image Unit Team.

Electronic Arts (EA Sports)   *Orlando, FL*
Technical Artist Intern   *Sept 2011 – Dec 2011*
  Debugged and integrated shader/fx files for DirectX, Xbox 360, and PS3 platforms using OpenGL.

Lucasfilm Ltd.   *San Francisco, CA*
Digital Training Intern   *May 2010 – Aug2010*
  Internship resulted in full-time hire as an Assistant Technical Director
  Filmed, edited content, and composited interview & training videos for employees looking to enhance their skill set.
  Compiled and presented QuickTime video clips for meetings with supervisors.

Texas A&M University   *College Station, TX*
Graduate Assistant   *Sept 2009 – Jan 2011*
  Conducted research on human-computer interaction for a 3D navigation National Science Foundation (NSF) research.
  Performed Teaching Assistant (T.A.) duties for a C/C++ programming class with about 30 students.

Bazaarvoice, Inc.   *Austin, TX*
Implementation Engineer   *Feb 2009 – Aug 2009*
  Managed technical deployment of Bazaarvoice web solutions for new clients via phone and email communication.
  Configured front-end web solutions using XML, HTML/XHTML, CSS, JavaScript, and SQL.
  Maintained client-technical relationships during project implementation by becoming client's point-of-contact.

Quorum Business Solutions   *Houston, TX*
Consultant   *July 2007 – Aug 2008*
  Utilized SQL/Oracle and C++ on a daily basis for Quorum's software products.
  Interacted with clients to provide support concerning Quorum's solutions.

EDUCATION

Texas A&M University, College Station   *GPA: 3.57 / 4.00*
Master of Science in Visualization Sciences   *Aug 2013*
  Sony Pictures Imageworks IPAX Scholar
  Graduate Diversity Fellowship recipient
  Thesis: *Designing a Mobile Tool for a Beginner Barbell Program*

The University of Texas, Austin   *GPA: 3.10 / 4.00*
Bachelor of Science in Electrical Engineering   *Dec 2006*
  Tracor/Frank W. McBee, Jr. Scholarship recipient

SKILLS

Programming: C/C++, Python, PL/SQL, MEL, Assembly Language
Web Technologies: XHTML/HTML5, CSS/CSS3, PHP, JavaScript, jQuery, AJAX, JSON, MySql ActionScript, Flash
OS: Linux, Mac OS, Windows
Tools: Perforce (P4), Sandbox, GVim, OpenGL, Houdini, Maya, Photoshop, After Effects, Premiere, Final Cut, MS Office, Proprietary Wiki

AFFILIATIONS

Student Volunteer, Siggraph Conference 2010   *Summer 2010*
  Demonstrated technology gadgets at the Emerging Technology showroom.

Poster Participant, Evaluating Performance in Immersive Displays   *Summer 2010*
  Siggraph 2010 – Los Angeles, California USA

President, Eta Kappa Nu (HKN) – Electrical Engineering Honor Society   *Spring 2006*
University of Texas Chapter
  Managed 8 officers in performing their duties & presided over chapter meetings with more than 60 students.
  Acted as a liaison to the ECE department, university, and corporate representatives.