

Experience	Lucasfilm Assistant Technical Director <ul style="list-style-type: none">Identified workflow/processes that could be automated to save time and wrote Python & JavaScript code for themApplied lighting & compositing techniques to 3D assets to produce aesthetically pleasing images for commercial useQualified technical condition of 3D assets, and ensured their subsequent delivery to support clients' requests.Promoted to an Assistant Technical Director after a successful internship performance	<i>Nicasio, CA</i> 01/2012 – 05/2013
	Electronic Arts (EA) Technical Art Intern <ul style="list-style-type: none">Debugged and integrated shader/fx files for DirectX, Xbox 360, and PS3 platforms using OpenGL	<i>Orlando, FL</i> 09/2011 – 12/2011
	Lucasfilm Digital Training Intern <ul style="list-style-type: none">Filmed, edited content, and composited interview & training videos for employees looking to enhance their skill setCompiled and presented QuickTime video clips for meetings with supervisorsInternship led to full-time hire.	<i>San Francisco, CA</i> 05/2010 – 08/2010
	Texas A&M University Graduate Assistant <ul style="list-style-type: none">Conducted research on human-computer interaction for a 3D navigation National Science Foundation (NSF) researchPerformed Teaching Assistant (T.A.) duties for a C/C++ programming class with about 30 students	<i>College Station, TX</i> 09/2009 – 01/2011
	Bazaarvoice, Inc. Implementation Engineer <ul style="list-style-type: none">Managed technical deployment of Bazaarvoice's web solutions for new clients, and supported their technical issues.Configured front-end web solutions using XML, HTML/XHTML, CSS, JavaScript, and SQLMaintained client-technical relationships during project implementation by becoming client's point-of-contact	<i>Austin, TX</i> 02/2009 – 08/2009
Education	Quorum Business Solutions Technical Consultant <ul style="list-style-type: none">Utilized SQL/Oracle and C++ on a daily basis for Quorum's software productsInteracted with clients to provide support concerning Quorum products	<i>Houston, TX</i> 07/2007 – 08/2008
	B.S. Electrical Engineering, University of Texas Tracor Scholarship recipient	<i>GPA: 3.10 / 4.00</i> <i>Dec 2006</i>
Skills	M.S. Visualization Science, Texas A&M University Graduate Diversity Fellowship recipient Sony Pictures IPAX Scholarship recipient	<i>GPA: 3.57 / 4.00</i> <i>Thesis Pending 2013</i>
	Languages: C/C++, Python, PL/SQL, MEL, Assembly Language, Scripting Languages Web Technologies: XHTML/HTML5, CSS/CSS3, PHP, JavaScript, jQuery, AJAX, JSON, MySQL Tools: Linux, OpenGL, Houdini, Maya, Photoshop, Illustrator, After Effects, Premiere, Final Cut, Perforce (P4), Sandbox, Proprietary Wiki	
Leadership	Siggraph 2010 Student Volunteer <ul style="list-style-type: none">Demonstrated gadgets to attendees at the Emerging Technology showroom	<i>Summer 2010</i>
	Poster Participant, Evaluating Performance in Immersive Displays <ul style="list-style-type: none">Siggraph 2010 – Los Angeles, California USA	<i>Summer 2010</i>
	President, Eta Kappa Nu (HKN) – Electrical Engineering Honor Society <ul style="list-style-type: none">Managed 8 officers in performing their duties & presided over chapter meeting with over 60 studentsActed as a liaison to the ECE department, university, and corporate representativesCoordinated the first annual HKN Run to help raise money for Capital Area Food Bank, a non-profit organization	<i>Spring 2006</i>
	Active member, Society of Hispanic Professional Engineers (SHPE) <ul style="list-style-type: none">Volunteered in community service projects	<i>Fall 2006</i>

