



AUSTIN ENG

SOFTWARE ENGINEER | CG ARTIST

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EXPERIENCE

WALT DISNEY ANIMATION STUDIOS | JUNE - AUGUST 2015

ART AND PRODUCTION SUMMER INTERNSHIP

Gained experience learning the entire animation pipeline through the production of a short film. Specialized in procedural modeling, effects, and technical animation.

Assisted in solving pipeline-related bugs and difficulties.

COUNTER HACK | JULY - DECEMBER 2014

TECHNICAL INTERNSHIP

Developed scripts with Python, Batch, and Metasploit to automate completion of Capture-The-Flag challenges and automatically determine if targets had become corrupted.

ARTSICLE | FEBRUARY - JUNE 2014

FULL STACK SOFTWARE DEVELOPMENT INTERNSHIP

Ruby on Rails web development, implementing new features with MVC logic. Significantly improved caching efficiency with the Cashier gem. Redesigned test suite to minimize external API calls and protect private credentials.

PROJECTS

MINI-MAYA | JANUARY - APRIL 2015

3D MODELING PROGRAM | C++, OpenGL, GLSL

Class project implementing many computer graphics principles: quaternion rotation, scene graph inheritance, raytraced rendering, octree/k-D tree/BVH tree acceleration, half-edge meshes, catmull-clark subdivision, skeletons/skinning, animation/keyframing, multiple editing contexts, diffuse/reflective/refractive materials

RENDER FARM | APRIL 2015

PERSONAL RENDER FARM | PYTHON

Developed a render farm for personal use on 3D animation projects. Decentralized to allow operation over any network or shared folder structure. Easily set up and dispatched over a set of networked computers (optimized for rendering over public campus networks).

EDUCATION

UNIVERSITY OF PENNSYLVANIA | AUGUST 2014 - MAY 2018

PURSUING: B.S.E DIGITAL MEDIA DESIGN

Relevant Coursework: Computer Graphics I 3D Modeling I
Programming Languages and Techniques I Automata, Computability, and Complexity