

Education

Carnegie Mellon University
3.9 GPA May 2021



Bachelor's of
Computer Science & Art



Minor in Computer Graphics



Minor in Machine Learning



Minor in Computational Physics

Skills

After Effects	Python
Flash Prof.	JavaScript
Premiere Pro	Java
Illustrator	C/C#/C++
Photoshop	HTML/CSS
InDesign	Latex

Video Editing
2D/3D Animation
Computational Arts
Web App Development
Software Engineering
Machine Learning

Coursework

Deep Learning
Computer Vision
Computer Graphics
Appearance Modeling [Grad]
Intro to Machine Learning
Advanced Computational Physics
Animation Independent Study
Intro to Computer Systems
Art and Machine Learning

OSCAR DADFAR



Work Experience

Software Engineer Intern - **Dick's Sporting Goods** Summer 2019

Built DSGU, a full-stack web app using react, django, map & NLP APIs that allows coaches to connect, share drills & routines, and find nearby coaches.

Associate Web Developer - **Fuerza Strategy** June 2018 - Present

Using HTML, CSS, & JavaScript frameworks to create progressive sites for clients seeking digital & creative strategies for their companies.

Motion Graphics Intern - **Move For Hunger** Summer 2018

Worked in Illustrator & After Effects to produce 30 second motion graphics advertising company's new Food Drive campaign.

Research Assistant - **Studio For Creative Inquiry** Fall 2017

Developed Python batch scripts for API image recognition services such as Google Vision, Amazon Rekognition & more.



Leadership

President - **Project Ignite** 2019 - 2020

Providing local high school students with an interdisciplinary project-based education on fun and relevant topics in tech and science.

Teaching Assistant - **Computer Graphics** Fall 2019

Maintaining graphics app code database & teaching students how to implement vector rasterization, mesh editing, raytracing & kinematics.

Instructor - **Animation Student-Taught Course** Fall Semesters

Teaching students video editing, motion graphics, kinetic typography, hand-drawn, & vector-based animation.

Instructor - **Web Dev Student-Taught Course** Spring Semesters

Created course to teach students fundamentals of HTML, CSS & jQuery while assisting students with building their own sites.

Design Team Leader - **Scotty Labs** 2018 - 2019

Focused on rebranding of applications, APIs, event websites, and hack-a-thons for Carnegie Mellon University.



Projects & Papers

Object Light Stabilization Under Variable Lighting Spring 2019

Designed a novel relighting algorithm that independently relights CV-detectable objects from background to preserve varying BRDFs

Contour-Based Sketch-Like Styling Fall 2018

Created light-weight OpenGL context for After Effects SDK plugin that renders hand-drawn-like effect on edge-detected footage.

OpenPose Motion Capture Parser Spring 2018

Built a polygon rendering environment that converts 2D motion capture JSON data into an After Effects readable format.

Autonomous Environmental Texturing in Graphics Spring 2018

Texturing a procedurally-generated semantic-segmented city in Unity using Pix2Pix trained on a GTA V dataset.