I am the lead Research and Development Engineer at YouVisit. In just over a year in my current position, I have implemented novel algorithms for Virtual Reality data compression, which led to multiple pending patents. The research I have done has led to an adaptive focus VR content delivery system that has a compression ratio of 2.7 compared to the industry standard. I discovered a novel method for generating optimal projections from a desired resolution function and have presented my findings at Johns Hopkins, MIT, and the New York VR group. My work has left me irreversibly intrigued by the problem of video compression, but I have been interested in related topics since I was an undergraduate.

My classes at Stanford on information theory, signal processing, and image compression left a lasting impression on me. Possibly my favorite work from my master's degree was on efficient compression of stereo image pairs. I discovered that traditional compression algorithms are difficult to beat, but in cases where unique correlations exist, there is potential for massive improvements. I am eager to find work on novel compression algorithms where innovation is required to leverage these unique correlations.

I believe I have the expertise, intelligence, sociability and enthusiasm to thrive in this position.

Please contact me at cdunnemail@gmail.com or 224-628-0603 for any additional information.