

Christopher J. Gibson

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SUMMARY OF QUALIFICATIONS

- Experienced in OpenGL graphics programming
- Extensive Experience in C/C++, Java, PHP
- Comfortable programming Python applications
- A broad understanding of standard graphical pipelines
- Experience in a broad range of graphics/rendering concepts
- Comfortable with a broad range of graphics-related mathematics
- Strong communication skills and an inviting, open attitude
- Able to convey concepts clearly and confidently
- Works well with others and quickly creates healthy relationships with co-workers.

PROFESSIONAL EXPERIENCE

Summer 2010

DreamWorks Animation

- Worked in a large code base and handled multiple development workspaces simultaneously.
- Developed features for production-level tools in C++ and OpenGL libraries.
- Created unit-tests, ran manual smoke tests and wrote extensive reports on test results and compiler performance.

Summer-Fall 2009

Yahoo! Corporation Intern & Contracted Developer

- Designed, developed, and released a PHP-based REST API and RSS feed system for internal operations
- Continued to do development work for Yahoo! As a contractor through WorkForceLogic, furthering development on REST APIs

Summer 2008

Sun Microsystems Technical Architect Intern

- Designed and implemented an escalation management web application

2006 - 2008

CreateSpace Software Developer

- Worked on many areas within the server-side code base. Implemented code that used SOAP messaging libraries to contact Amazon's product database for in-house applications

EDUCATION

2006 - present

California State Polytechnic University, San Luis Obispo

- Enrolled as a Computer Science Major
- Accepted into 4+1 "blended" graduate program in 2009 with estimated graduation in spring of 2011

RELATED ACADEMIA

- Graduate Computer Graphics (CSC 572)
- Advanced Rendering Techniques (CSC 473)
- Graphics Animations (CSC 474)
- Introduction to Graphics (CSC 471)
- Software Engineering (308, 309)
- Standing President of the Cal Poly Game Development Club
- Corporate Liaison for the Cal Poly Chapter of ACM