

# Christopher Gibson

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## PROJECT INTERESTS

Computer graphics, performance, game development, tool development, visualization of data, real-time and pre-rendered graphics

## SKILLS

Python, C/C++, Java, Rust (*learning*), Lua, Linux shell scripting, L<sup>A</sup>T<sub>E</sub>X.

## PROFESSIONAL EXPERIENCE

**Stealth Mode Start-Up**, Menlo Park, CA

*Software Developer*

**February 2016 – Present**

**Amazon Lab 126**, Sunnyvale, CA

*Software Development Engineer*

**September 2014 – February 2016**

Worked on the FireOS Frameworks team with a focus on graphics and performance.

**DreamWorks Animation**, Redwood City, CA

*Modeling Technical Director*

**June 2011 – September 2014**

Improved and maintained a large code base containing dozens of tools, scripts and applications used by the modeling department. Designed and developed a number of Python-based tools and interfaces for use in Maya. Addressed issues with the existing asset pipeline.

*Research & Development, Lighting Team Intern*

**June 2010 – August 2010**

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

1 days **Yahoo! Corporation**, Sunnyvale, CA

*Intern & Contracted Developer*

**June 2009 – December 2009**

**Sun Microsystems**, Santa Clara, CA

*Intern & Contracted Developer*

**June 2008 – December 2008**

**CreateSpace**, San Luis Obispo, CA

*Software Developer*

**November 2006 – January 2008**

## EDUCATION

**California Polytechnic University**, San Luis Obispo, California

*B.S./M.S of Computer Science*

**September 2006 – June 2011**

- Thesis: "Point Based Color Bleeding With Volumes" (<http://github.com/cgibson/Thesis>)
- Advisors: Dr. Zoë J. Wood

## RELATED ACADEMIA

-Distributed Systems  
-Parallel Computing

-Graduate Computer Graphics  
-Advanced Rendering

-Real-Time Graphics  
-Graphics Animation

**Cal Poly CUDA Class** - Teaching Assistant

**January 2011 – April 2011**

- Designed and developed labs and lab resources for students
- Helped combine the ray tracing and CUDA class for three weeks

**Cal Poly Game Development Club** - President

**November 2009 – June 2011**

**Cal Poly ACM** - Corporate Liaison

**September 2010 – June 2011**

## PROJECTS



**Mr. Voxel** (*Thesis*)  
Voxel Rendering/Lighting Library  
<http://github.com/cgibson/Mr-Voxel>

**Haste**  
Massively Parallel CUDA Ray Tracer  
<http://github.com/cphaste/haste>