

David Estes-Smargiassi

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EDUCATION:

Stevens Institute of Technology, Hoboken, NJ

M.S. in Computer Science

Expected May 2017

B.A. in Music and Technology, Minor in Computer Science

May 2016

GPA: 3.838

Awards: Graduated High Honors; Edwin A. Stevens Scholarship, Scholars of Excellence, Presidential Scholarship

Courses: Creative Problem Solving & Team Programming, Interactive Computer Graphics, Real-Time Rendering
Gaming and Simulation Programming, Intro to Artificial Intelligence, Game Design I, Advanced Algorithm Design and
Implementation, Human-Computer Interaction, Parallel Processing for Many Core Processors, Concurrent
Programming, Computer Organization & Programming, Fundamentals of Cybersecurity, Database Management
Systems I, and Systems Programming

Boston Latin School, Boston, MA

June 2012

High School Diploma

SKILLS:

C++, C, Unity Engine, Linux, CMake, Github, Python, OpenGL, GLSL, Java, Arduino, LaTeX, HTML 5, CSS,
Microsoft Office, Adobe Acrobat, Pro Tools, Ableton Live, PureData, Max/MSP, and Sibelius

WORK

EXPERIENCE:

Nokia Bell Labs, Murray Hill, NJ

Immersive Communications Co-op

October 2015-Present

- Developed an interactive application of Bell Labs' Scene Activity vector (SAV) motion tracking program
- Contributed to the Human Digital Orchestra (HDO) project for Claude Shannon's centennial event using SAV technology
- Composed a piece of audience-reactive music, *Fanfare for the Information Age*, for the HDO
- Conducted demonstrations of acoustical effects in an anechoic chamber

North Woods YMCA Summer Camp, Mirror Lake, NH

CIT Director

Summer 2016

- Oversaw the Counselors-In-Training (age 16)
- Instructed lessons on how to be a successful camp counselor

Head Counselor

Summers 2012-2014

- Received Counselor of the Year award 2013 and Caswell award 2014
- Camp Craft Program Head 2013, Music Program Head 2014

Stevens Institute of Technology, Hoboken, NJ

Tutor with the Academic Support Center

January 2015-May 2016

- Tutored the following courses: Intro to Computer Science (Python), Data Structures (Java), Algorithms (C++), Discrete Structures (Scheme)

The Pixel Academy, Brooklyn, NY

Instructor at Camp Pixel

Summer 2015

- Instructed "Minecraft: Modding in Java" two-week core programming class
- Taught audio skills in "Digital Music" elective class to campers ages 7 to 12

PROJECT

EXPERIENCE:

Stevens Institute of Technology, Hoboken NJ

Academic:

- Created *Memory Leak*, a 2D-puzzle-platformer using Unity for Game Design I Spring 2016
- Implemented procedural terrain using an octree for culling with a first-person shooter-style camera Spring 2015

Extracurricular:

- Created *The Cutting Room Floor*, a top-down beat-'em-up style game using Unity for a 48-hour game jam September 2016
- Created *Mobius Jumper*, an arcade-style game for a week-long game jam April 2016
- Created *When Life Gives You Lemons*, a 2D-platformer game made for a game jam, won best audio award November 2015
- Composed music for *A Tempo*, a rhythm-based fighter game, as part of the "Jacobus Arcade Machine" project May 2015
- Created a pirate-themed assassins board game at a 10-hour game jam March 2015

ACTIVITIES:

Stevens Institute of Technology, Hoboken, NJ

Stevens Game Development Club

Fall 2014 – present

Stevens Choir

Fall 2012 – present

Audio Engineering Club Vice President (2013-2014)

Fall 2012 – May 2016

US Citizen