

Zaid Al-ruwaishan

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EDUCATION

The Ohio State University

Bachelor of Computer Science

Columbus, Ohio

May 2023

- GPA: 3.5
- Real-time Rendering
- Geometric Modeling
- Network Programming
- Game Development
- Computer Vision

EXPERIENCE

Graphics Software Engineer Intern

Snap Inc.

September 2022 – December 2022

Los Angeles, California

- Implemented attenuation for lights in Lens Studio and implemented new spotlight type
- Implemented range visualizers for lights with attenuation
- Collaborated on writing production-ready C++ code, specifications for new features, and documentation

Software Engineer Intern

Salams

June 2022 – August 2022

Remote

- Developed office hours web app for reducing interruptions and improving communication using React front-end and Hasura back-end
- Managed project with agile tools such as JIRA and Trello and gained experience with git
- Gained insight into the workflow and business considerations of a startup

PROJECTS

Software Rasterizer | C++, SDL

Demo

- * Real-time software rasterizer which takes a 3D scene and displays it on the screen, using only the CPU
- * Frustum culling and clipping
- * Perspective correct texture mapping

anim view | C++, OpenGL, Dear ImGui

Video

- * Animation viewer using the ImGui library to provide a UI for viewing different models and animations
- * Supports various graphics techniques such as skeletal animation and normal mapping
- * Allows manipulation of animations such as changing their speed or playing them in reverse

Depthcaster | Unity, C#

Trailer

- * Full semester dungeon crawler game project with a group of peers
- * Worked on combat system, player controls, and visual effects
- * Contributed to the design of the game while respecting the vision of my teammates

TECHNICAL SKILLS

Languages: C, C++, C#, Java, Ruby, JavaScript

Tools/APIs: OpenGL, WebGL, Visual Studio, CMake, Git, Unity, ImGui, SDL