JAKE HARRIS

Recent graduate looking to apply a background in computer science and VFX to create organic looking 3D models and provide technical support for production facing tools and workflows.

📞 (858) 877-8391

✉️ harrisjakef@gmail.com

📍 San Diego, California

👤 linkedin.com/in/harris-jake

🔗 jakeharris.com

EDUCATION

University of Notre Dame
B.S. in Computer Science, cum laude
Concentration in Media Computing
2017-2021

Overall GPA: 3.79/4.00   Major GPA: 3.90/4.00

HONORS

Dean's List in the College of Engineering
Fall 2018, Spring 2020, Fall 2020, Spring 2021

SKILLS

Languages	**Software**
C	Maya
C++	Mudbox
Python	Photoshop
MEL	**Tools**
JavaScript	
HTML	Git
CSS	WebGL
SQL	Three.js
Verilog	React.js

COURSES

Advanced 3D Digital Production
Technical Concepts of VFX
3D Digital Production
Computer Graphics
Compiler and Language Design
Systems Programming
Algorithms
Data Structures

PROJECTS

City Generation Tool   Spring 2021
Senior Independent Research

- Designed a tool in Python for generating city blocks in Maya
- Developed features which allowed users to import custom building components and easily align adjacent city blocks

Luxo Jr. Animation   Spring 2021
Technical Concepts of VFX

- Modelled, rigged, and animated a replica of the lamp from Pixar's logo
- Produced an additional short animation to highlight the lamp's mechanical components and spring deformations

Skyhook Model   Spring 2021
Advanced 3D Digital Production

- Created a low-poly model of the Skyhook melee weapon from Bioshock Infinite in Maya
- Painted high resolution textures and sculpted fine details such as metal scratches, wood granularity, and engravings on the model in Mudbox

EXPERIENCE

Teaching Assistant   Notre Dame, IN
Computer Architecture   August 2020 – May 2021
Digital Logic Design   August 2019 – December 2019

- Helped teach concepts related to the Arm ISA, caching, pipelining, machine learning, virtual memory, and logical circuit design
- Cultivated student understanding of course content through in-person and virtual office hours
- Created testbenches to assist other teaching assistants in the grading of weekly Verilog modules
- Facilitated the redesign of course structure in accordance with university mandated COVID-19 guidelines

Software Engineering Intern   Palo Alto, CA
Bricleir   January 2020 – May 2020

- Assisted in the development and maintenance of Bricleir's platform using Ruby and JavaScript
- Restructured the landing page to promote customer engagement in platform features and resources
- Created an application to make requests to Instagram's API and properly format the returned data