



Julian V V Ceipek

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I strive to create [beautiful](#) experiences that [empower people](#).

NOTABLE COLLABORATIVE PROJECTS

A [virtual film festival](#) to encourage communities to reinvent K-12 education

A user-research-driven [automatic documentation system](#) concept for "Makers"

A hardware accelerated vector graphics drawing library for Python

An open source multiplayer [real time strategy game](#) played on a toroidal surface



EMPLOYMENT

- 2014 [Carthage Games](#). *Tech Lead/Co-founder*. I am designing and developing a local multiplayer 2D action-adventure game with a team of 5 creators around the world.
- 2013 [Codecademy](#). *Engineer Intern*. I helped invent and implement new and better ways for people to learn and teach programming.
- 2012 [Riparian Data](#). *Developer/Designer Intern*. I developed production code for a browser-based enterprise email client and co-designed the user experience.
- 2011 [Lexis Nexis](#). *User Experience Research Intern*. I developed and enhanced iPhone applications for the future of legal research.
- 2009-2010 [The Miami Valley School](#). *iPhone Application Developer*. I independently designed, developed, and delivered a web-connected iPhone app for parents and students.
- 2005-2007 [FIRST LEGO League](#). *Youth Mentor for Elementary Students*. I co-instructed a robotics team that achieved state-alternate status.

EDUCATION

- 2014-Present [USC School of Cinematic Arts](#), Los Angeles, CA.
GPA 4.0. Candidate for MFA in Interactive Media and Game Design
- 2010-2014 [Franklin W. Olin College of Engineering](#), Needham, MA.
GPA 3.93. Awarded BS in Engineering with a computing concentration

NOTABLE ACHIEVEMENTS

- 2015 Winner of the [USC Annenberg Graduate Fellowship](#)
- 2011 1st place in physical sciences division of [Ars Science Video Contest](#) [link]
- April 2010 1st place award for 3d model submitted to [Weta Workshop](#) (company that produced special effects for Avatar and Lord of the Rings) [link]
- 2009 Lead antagonist in first authorized stage adaptation of [Dr. Horrible's Sing-Along Blog](#)

DIGITAL TOOLS

My favorite programming languages are [Python](#) and [CoffeeScript](#). I have written non-trivial programs in C#, Objective-C, LISP, SML, MATLAB, BASIC, JavaScript, Java, and LabView and often experiment with new languages.

I use [Unity](#), [Inkscape](#), [Blender](#), [Final Cut Pro Studio](#), and [Photoshop](#) regularly.