GEORGE GENG

Engineer and animation student interested in work
at the intersection of art, computer science, and storytelling

GEORGEGENG@ALUM.CALARTS.EDU | HTTP://JORJBOI.GITHUB.IO | HTTPS://WWW.LINKEDIN.COM/IN/GGENG/

EDUCATION

California Insititue of the Arts   Sept 2022 - present
Character Animation Major, expected graduation May 2027.

University of California, Berkeley   Aug 2014 - May 2018
Bachelors of Science in Electrical Engineering & Computer Science

ART EXPERIENCE

Student Films   Sept 2022 – present
Calfironia Insistute of the Arts   Santa Clarita, CA
• Produced 2 short student films *Night Drive* and *Sato Sibling Farm*.
• Created storyboards, animatics, character designs, 2D animation, and compositing
  for each project.
• Provided in-between animation and coloring assistance to peer short films.

Freelance Illustrator and Designer   June 2022
Berkeley Food Insitute   Berkeley, CA
• Created a series of illustrations and gifs to promote awareness for Berkeley Food
  Institute's "From Garden To Pantry" initiative.
• Provided thumbnails and color scripts while working closely with the program
  directors to incorporate feedback.

TECHNICAL EXPERIENCE

Research Engineer   May 2018 – Feb 2020
Visby   San Francisco, CA
• Performed experiments to explore models for decoding holographic light field video.
• Wrote multithreaded C++ code and profiled low-level hardware activity to optimize
  performance, stability, and data throughput as part of a critical feature for the decoding
  pipeline.
• Designed and implemented a data ETL system in Python for tracking stability metrics.
• Gained exposure to CUDA programming, learning new APIs on the fly (e.g. libavcodec,
  OpenSSL) and translating high-level requirements into manageable subtasks.
• Learned to write well-documented code for a large respository, apply best-practice
  system design principles, and take on many roles in a demanding, fast-paced agile
  environment.

Animation Studio R&D Intern   May 2017 – Aug 2017
Blue Sky Studios   Greenwich, CT
• Developed and made improvements to proprietary animation pipeline tools for Blue Sky
  Studios, an animation studio behind films such as *Ice Age* and *The Peanuts Movie*.
• Collaborated with software engineers and artists to build the groundwork fo node-based
  material designer and create an intuititve UI for texture arists (Python/PyQt).

Physics Educational Content Creator   March 2020 – present
Bootcamp.com
• Lead a team of 3 to write new physics problems and solutions used by thousands of
  pre-optometry students studying for the Optometry Admissions Test.
• Track student answer data to identify target areas to improve in our question base, and
  organize tasks to implement those improvements.
• Create physics diagrams and illustrations.

SKILLS

Graphics programming
Image processing
Video processing
Python scripting
Parallel programming
Illustration
Animation
Storyboarding
3D modeling/rendering
Data science

LANGUAGES

Python
C/C++
Java
CUDA
MEL
OpenMP
OpenGL
HTML/CSS
Javascript
Git
Matlab
SQL

SOFTWARE

Valgrind
Maya
Blender
TVPaint
Toon Boom Harmony
Storyboard Pro
Adobe Photoshop
Adobe Illustrator
Adobe After Effects