Jeffrey Robbins

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7120 Collingwood Court, Elkridge, MD 20175

EDUCATION

UNIVERSITY OF MARYLAND - COLLEGE PARK | BS in Computer Science

Graduated - Dec 2020 | College Park, MD

Completed classes in the following:

Object Oriented Programming • Functional Programming • Procedural Programming

Introductory Computer Systems •Linear Algebra • Statistics • Discrete Structures • Algorithms

Advanced Data Structures • Introductory Data Science • Introductory Database Design

Computer and Network Security • Cryptography • Human-Computer Interaction • Programming Handheld Systems

SAVANNAH COLLEGE OF ART AND DESIGN | BFA in Visual Effects

Minor in Technical Direction | Graduated - May 2014 | Savannah, Georgia

Magna Cum Laude • SCAD Vision Award for Best Digital Fine Art Installation - 2014

TECHNICAL SKILLS

PROGRAMMING

Proficient:

Java • Kotlin • Python • SQL • NumPy • pandas

Familiar:

C • Ruby • OCaml • Rust

EXPERIENCE

HENRY M. JACKSON FOUNDATION FOR THE ADVANCEMENT OF MILITARY MEDICINE (HJF), IN SUPPORT OF THE BIOTECHNOLOGY HIGH PERFORMANCE COMPUTING SOFTWARE APPLICATIONS INSTITUTE (BHSAI) | Software Developer

Jan 2021 - Present | Frederick, MD

- Mobile Application Development.
- Using C, Java, Kotlin, and Android Studio.

PIXELDUST STUDIOS | Freelance Visual Effects Artist

May 2019 - Aug 2019 | Jun 2017 - Aug 2017 | Aug 2015 – Jun 2016 | Bethesda, MD

- Created 3D assets and sequences for advertisements, and television.
- Worked with clients directly to help bring their visions to life.
- Clients include National Geographic, Discovery, IATSE, Curiosity Stream.
- Used Maya, After Effects, Nuke, Photoshop.

HOUSESPECIAL | Lighting and Compositing Intern

Jun 2016 – Aug 2016 | Portland, OR

- Lighting and compositing for advertisements and short films.
- Used Maya, Arnold, and Nuke.

WHISKYTREE | Technical Apprentice

Jul 2014 - Dec 2014 | San Rafael, CA

- Worked on films, advertisements, and augmented reality experiences.
- Modeled, textured, and scene assembled 3D assets. Assisted in I/O of rendering images.
- Worked on the films Tomorrowland, and The Hunger Games: Mockingjay - Part 1.
- Used Softimage XSI, Arnold, Nuke, and Unity3D.