Kai Ninomiya

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Education

University of Pennsylvania, May 2016: Student, MSE, Computer Science. GPA: 3.96
- **Past:** GPU Programming, Physically-Based Animation, Comp. Graphics/Rendering, Comp. Animation, Advanced Topics in Graphics, Vision & Computational Photography, Advanced Programming (Haskell), Security in Multicore Architectures, Algorithms.
- **Current (Spring 2016):** Software Foundations (Proofs/PL), Distributed Systems.

University of Pennsylvania, Dec. 2015: Student, BSE, Computer Science. CS-only GPA: 3.56
- **Selected Coursework:** Intro. Graphics, Compilers, Operating Systems, Artificial Int., Computer Architecture, Modern Physics, Modern Optics, Intro. Analog Electronics.

Work

Intern, Cesium.js, Analytical Graphics, Inc. OSS WebGL virtual globe engine. Sum. 2015
- Designed/implementated performance optimizations for streamed terrain rendering.
- Worked with Khronos 3D Formats Group on glTF format, extensions, & ecosystem.

Intern, Virtual Graphics, VMware, Inc. Virtual machine guest graphics driver. Sum. 2014
- Worked toward OpenGL 3.x driver support, under Mesa creator Brian Paul.

STWing Residential Program Systems Administrator & College House Manager 2012–2015
- Administration of web/email/user servers & coordination of college house events.

Teaching

***(Planned)* Co-instructor**, CIS 198: Rust Programming (½ CU mini-course) Spr. 2016
- Co-creation of curriculum, lectures, quizzes, & assignments for brand-new Rust course.

Teaching Assistant, CIS 565: GPU Programming Fall 2015

Teaching Assistant, CIS 277, CIS 560: Computer Graphics Spr. 2014–Spr. 2015

Co-instructor, CIS 191: Linux/Unix Skills (½ CU mini-course) Fall 2013
- Writing/editing lectures, quizzes, homework, projects; office hours, student advising.

Coursework

GPGPU Fracture Physics Simulation in the Browser (Nov 2014, pair, 1200 SLOC): *JS, WebCL*.

CUDA Path Tracer (Oct 2014, solo, +400 SLOC): Interactive. Diffuse, Fresnel effects, focal blur.

Projects (see website)

WebGL Deferred Shader (Oct 2015, solo, 700 SLOC): Created from scratch to prepare project base code for CIS 565. Online demo; high performance with >100 point light sources. *JS.*

rspt (Aug.-Sep. 2015, solo, 200 SLOC): Very small, very basic path tracer. *Rust.*

Rusttrace (June 2014–Aug. 2015, pair, 430 SLOC): Simple raytracer with lights, materials, and primitive photon mapping. Used as a learning project for the Rust language. *Rust.*

Elsie (Jul. 2014 onw., group, 3000 SLOC): Online CPU architecture simulator/teaching tool. *JS.*

Chickens (Jan. 2011–Jan. 2014, group, 3400 SLOC): Networked 2D platforming game with live-editable maps. Custom OpenGL GUI library and networking framework. *C#, OpenGL.*

Publications

Ninomiya, Kapadia, Shoulson, Garcia, & Badler. "Constraint-Aware Nav. in Dynamic Env." *Comp. Anim. Virtual Worlds*, 2014. (Previous version on website.) May 2013–Sep. 2014
- Path planning framework w/ multiple spatial constraints between objects and agents.

Awards

CIS Dept. Senior Design Poster Competition – 2nd Place Winner May 2015
Oculorama: capture large real-world spaces and explore in immersive VR. *Team of 4.*

Penn Play Game Jam: "Exploration" – Best Game Design Mar. 2014
Invincible, a 2D physics-based cave exploration simulator. *Team of 2.*

International Space Apps Challenge – Best Use of Hardware Apr. 2013
ISS Base Station, Hardware/Software Public Art & Science Awareness Hack. *Team of 13.*

Skills

Computer Languages
- Proficient: C, C++, JavaScript, Python, C#, TEX, Shell, Regular expressions.
- Working knowledge: Rust, Haskell, Java, MATLAB, basic Verilog.

Technologies/Other
- Proficient: Git/Mercurial, OpenGL 3.x, WebGL, Linux administration (Debian/Arch, Vim).
- Working knowledge: CUDA, CMake, jQuery, Eigen, SQL, analog circuit analysis.