

Kevin Poli

Software Developer and Technical Artist

Languages

- JavaScript •
- Python •
- C++ •
- Erlang •
- C# •

Proficiencies

PRODUCTION & VISUAL ART

- After Effects, Beginner Nuke •
- Cinema 4D, Beginner Houdini •
- Adobe Photoshop •
- DaVinci Resolve •
- Material Authoring •
- Tracking & Camera Solves •
- Physically-Based Rendering •
- Fluid & Dynamics Simulation •
- Maya and beginner MEL •

SOFTWARE DEVELOPMENT

- Advanced web front ends for style, animation and interactivity
- Image Processing •
- Desktop UI toolkits GTK and QT •
- Visual Effects Pipeline •
- Functional Programming •
- GPU Shader Writing & HLSL •

Extracurriculars

WCPR - CASTLE POINT RADIO

Publicity Manager, Webmaster

Led a complete rebranding of the station, including designing a modernized website, new logos and branding materials, and new merchandise

CHI PHI FRATERNITY MU CHAPTER

Recruitment Chair, Social Chair

Created a recruitment plan and managed a large budget to plan on campus events

INDEPENDENT FILMS

Shot, Directed and Edited, VFX

Independently led a crew to create short films *Knife Man*, *A Witness To Evil*, and *Hotline Miami: Dead Line* with high visual fidelity on a shoestring budget

Contact

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Education and Coursework

B.S, COMPUTER SCIENCE | AUGUST 2019

Minor in Visual Arts and Technology

Stevens Institute of Technology, Deans List

Edwin A. Stevens Scholarship Recipient

SENIOR DESIGN

Deep Learning Image Matting

Led a multidisciplinary team to design and develop Telescope, a machine learning assisted rotoscoping tool with an exchange plugin for Nuke. Telescope uses a novel deep learning core to deliver fast results and exceptional precision on fine details like hair and glass

MACHINE LEARNING

Mathematical Fundamentals, Model Design, Python

Developed a thorough understanding of and implemented a number of popular machine learning algorithms from scratch

CLOUD & DISTRIBUTED SYSTEMS

AWS, Java, Centralized & Peer to Peer Systems

Designed and implemented cloud services from FTP servers to Hadoop Clusters with an emphasis on security and availability.

ANIMATION, MOTION GRAPHICS, ART & TECH ADVANCED PROJECTS

Adobe After Effects, Cinema 4D, Unity3D

Used a variety of creative and technical skills to produce motion graphics, visual effects and interactive experiences. Continued to develop skills in compositing, rigging, rendering and creating materials for 2d and 3d contexts. Tackled optimization challenges for realtime rendering.

Experience and Projects

NEX/ENSO FINANCIAL TECHNOLOGIES. | 5/18 - 8/18

Software Engineering Intern

Designed and implemented back end web and financial systems and services. Notable projects include new metrics and services to determine day to day data completeness, and a full stack app for viewing the parsing progress of massive financial documents in real-time.

CONTENTLY INC. | 5/17 - 8/17

Software Engineering Intern

Full stack web development for business facing tools notably the Analytics Chrome extension, and Infographics Annotator which were integrated with the Contently platform. These applications were designed and implemented from concepts to fully styled web applications as individual projects

FREELANCE WORK | 2015- present

Independent Art Commissions

Organized and fulfilled a number of freelance jobs in video production and motion graphics including producing music videos from script to screen, commissions in motion graphics, visual effects and graphic design, and concert visuals including a backdrop for Grammy Award winning musician Anna Wise