# Kevin Poli

## Computer Science and Visual Art Student

## Languages

JavaScript ·
Python ·
C ·
Erlang ·
Java ·

## 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 ·
Directing, Cinematography ·

### SOFTWARE DEVELOPMENT

Advanced web front ends for style, ·
animation and interactivity
Machine Learning Image Processing ·
Desktop UI toolkits GTK and QT ·
Visual Effects Pipeline ·
Functional Programming ·

## 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*

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

## Contact

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## Education and Coursework

### B.S, COMPUTER SCIENCE | MAY 2019
*Minor in Visual Arts and Technology*

Stevens Instituite 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
*PyTorch, Model Design*

Became acquainted with deep learning theories and practices as they relate to model design, the training process, and parameter refinement.

### CONCURRENT PROGRAMMING
*Erlang, C++*

Modeled and implemented software for multiple concurrently executing threads and for distributed systems

### ANIMATION, MOTION GRAPHICS
*Adobe After Effects, Cinema 4D, ToonBoom Harmony*

Used a variety of creative and technical skills to produce character animations, motion graphics and visual effects. Continued to develop skills in compositing, rigging, rendering and creating materials for 2d and 3d contexts

## 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 realtime.

### 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 fufilled 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