

# Alain Galvan

Undergraduate Research Assistant at Florida International University

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## Summary

Hi, I'm a Graphics Research Assistant for FIU, focused on Shaders, GPGPU Computing, Game Development, and making tools for artists.

I love making Digital Art like Digital Paintings, 3D Models, Pixel Art. I'm a pianist/guitarist for Princeton Church in Homestead, as well as a speaker for FIU and the Miami Game Developer Meetups.

Feel free to message me!

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## Honors and Awards

### **1st Place SudoHacks 2016**

Stetson University

April 2016

We won 1st place for making an RESTful api abstraction layer on top of PeopleSoft with the addition of analytics and a modern frontend.

### **3rd Place UHack 2016**

University of Miami

February 2016

Won 3rd place for a web application that trains beginners to read music by plugging in their piano and playing in real time.

### **Codepen.io Frontpage**

Codepen.io

March 2016

I've been front paged multiple times for the following:

1. A 3D connected Stellar Cloud done with Three.js
2. A 3D Baked Codepen Logo
3. A ReactJS Hero Component
4. A Soundcloud Angular Component
5. A 3D CSS Book Element

### **Newgrounds Frontpage**

Newgrounds.com

May 2014

Awarded for a concept screenshot of a pixel art RPG. Received over 16K views.

### **Intel Excelence in Computer Science**

Miami Dade College

February 2011

Awarded for showcasing kinematics and physical programming techniques.

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## Experience

### **Undergraduate Graphics Research Assistant at Florida International University**

June 2015 - Present (1 year 2 months)

I'm responsible for creating an Unreal Engine 4 research project adding a procedurally generated skybox system and Windows 8 multitouch support. This project was further developed into a gesture elicitation experiment system, as well as a paper published to a conference.

In addition, I serve as a Teacher's Assistant for Web Application Development creating assignments/exams/grading, and give workshops on Khronos Standards (OpenGL, OpenCL, WebGL, WebCL), Unreal Engine 4, HTML5 and Node.js.

### **Game Developer at Florida International University**

December 2014 - June 2015 (7 months)

Modeling, animation, rigging, vector art, web development, server development, music composition, C# programming, Unity Development.

### **Full Stack Developer (Node.js) at AeroLocate**

December 2013 - January 2015 (1 year 2 months)

Web application development using the latest standards and technologies. (Node.js, MongoDB, AngularJS, WebGL)

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## Education

### **Florida International University**

Bachelor of Science (BS), Computer Science, 2012 - 2016

Activities and Societies: OpenHID Research Assistant

### **Ronald W. Reagan/Doral High School**

2008 - 2012

Activities and Societies: Physics Club, Choir

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## Volunteer Experience

### **Worship Leader at The Way Church of Miami**

July 2010 - November 2013

I served as a worship leader, performing every service on Piano, Guitar, or Violin. In addition, I educated new worshipers, and served as a technical director for the church's computer systems.

## **Worship Leader at Princeton Christian Church**

September 2014 - Present

I serve as a worshiper playing electric and acoustic guitar, in addition to serving as the backup pianist or bassist.

## **Speaker at Miami Game Developer Meetup**

September 2015 - Present

I've taught in numerous meetups with topics related to game development, including:

- Zbrush Modeling
- Pixel Art Design
- Game Maker Studio Programming
- Making Art for Games

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## Projects

### **Ora**

October 2012 to Present

Members:Alain Galvan

An indie Steam Game that was featured in the YoYo Games October 2012 Steam Workshop Competition.

Received More than 2000 views and 1000 subscriptions.

### **Guardian**

August 2010 to Present

Members:Alain Galvan

An indie RPG that was a finalist for the YoYo Games August 2010 Competition 6.

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## Languages

**English**

(Native or bilingual proficiency)

**Spanish**

(Native or bilingual proficiency)

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## Skills & Expertise

**GLSL**

**OpenGL**

**OpenGL ES**

**WebGL**

**Unity3D**

**Zbrush**

**C#**

**TypeScript**

**JavaScript**

**Digital Painting**

**SASS**

**Three.js**  
**AngularJS**  
**3D Studio Max**  
**Blender**  
**Game Maker Studio**  
**Mudbox**  
**Vector Illustration**  
**3D Modeling**  
**Pixel Art**  
**HTML 5**  
**Node.js**  
**Game Development**  
**Web Development**  
**Programming**  
**Software Design**  
**Java**  
**HTML5**  
**C++**  
**C**  
**HTML**  
**Linux**  
**MySQL**  
**Photoshop**  
**Python**  
**CSS**

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## Interests

Game Development, Digital Painting, 3D Modeling, Composing Music, Performing Music, Guitar, Violin, Piano, Cooking

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## Courses

### **Undergraduate Graphics Research Assistant**

Florida International University  
Principles of Computer Graphics  
Computational Geometry

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[Contact Alain on LinkedIn](#)