

Lindsay Kornguth

Creative Technologist



[Portfolio Site](#)



[Github](#)

Experience

General Technical Director Intern

Walt Disney Animation Studios

June 2024 - August 2024 (Burbank, CA)

- Engineered two tools to match demands of production, elevating efficiency of crowd workflows in Maya
- Collaborated closely with stakeholders to identify pain points and create user-centric tools
- Gained insight into USD scene composition for feature-length film production

R&D Intern, CLO / Marvelous Designer

June 2023 - August 2023 (Culver City, CA)

- Prototyped client-facing GUI for physically-based garment simulation using Qt
- Generated technical documentation and code tutorials for node graph data structures and algorithms
- Implemented whitepaper on hierarchical graph drawing to optimize node UI layout algorithm by one order of magnitude

Animation Production Intern, Partizan Studio

January 2023 - May 2023 (Remote)

- Oversaw scheduling and production management in ShotGrid
- Reformatted a contact database with 1,200+ new profiles, enhancing data accessibility and usability for production teams.

Immersive Experience Design Intern, MERGE

May 2022 - August 2022 (Remote)

- Developed XR application software using rendering pipeline in Niantic 8th Wall, including javascript API and three.js

Achievements/ Extracurriculars

- Dean’s List Honors (x5), Columbia University
- Co-Founder, CU Last Call, ('22-'23)
- Featured Artist , Ratrock Magazine ('22)
- AI Safety Research Fellow, Columbia Effective Altruism ('22)
- USA All-American Team 1, USA Fencing ('17-'19)
- Founder/President, Miramonte HS Chess Club ('15-'19)
- US Chess Federation Top 50 Players (Ranked by Age)

Technical Skills

Programming Languages: C++, Python

Frameworks: USD, Qt, PyQt, STL, Three.js

Tools: Git, Jira, ShotGrid

3DCCs: Maya, Houdini, Unity

Education

Columbia University

B.A. in Computer Science GPA: 3.8 | 2019 - 2023

Graduate Certificate

Stanford University, SCPD

Visual Computing Certificate GPA: 4.3 | 2024 - 2025

Relevant Coursework

- Computer Graphics: Rendering A- (3.6)
- Computer Graphics: Animation & Simulation... A+ (4.3)
- UI/UX Design A+ (4.3)
- Image Systems Engineering..... TBD
- Linear Algebra A- (3.6)

Projects

- [Procedural Animation](#) (Houdini) - Animation reel featuring cloth and fluid simulation, rigid body dynamics, and character animation/rigging.
- [Interactive IK Rig & Keyframe Tool](#) (WebGL, Three.js) - Real-time rigging tool with CCD inverse-kinematics solver, joint constraints, and dynamic posing/ interpolation with keyframe editor.
- [Node Graph Visualizer](#) (C++, javascript, Qt) - Developer-facing graphical interface that displays nodes and dependencies for real-time PBR garment simulation software.
- [Ray Tracing Engine](#) (C++) - Monte Carlo Ray Tracer built from scratch featuring global illumination, optimized anti-aliasing techniques, UV texture-mapping, scene-wide BVH
- [VR Music Video](#) (8th Wall, WebGL, Three.js) - Immersive VR/XR music video with custom 3D avatar, animation cycles, environment map, and particle animations.