

NIELS JOUBERT

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EDUCATION	<p>University of California, Berkeley (2005 – present, Berkeley, CA) B.Sc. Honors in Electrical Engineering and Computer Science, expected graduation: May 2009. Cumulative Unweighted GPA: 3.86 (Aug 2005 - current)</p> <p>Los Altos High School, Grade 12 (2005, Los Altos, CA) Graduated Valedictorian, Cumulative Unweighted GPA: 4.0</p> <p>Paul Roos Gymnasium, Grade 8 – 11 (2001 – 2005, Stellenbosch, South Africa) Honored as best scholar 4 consecutive semesters, Cumulative grade: 108%</p>	
SKILLS	<p>Software Development using C/C++, Java, Python, MATLAB, Scheme, CVS/SVN, *Nix, OS/X & Win32 Experienced in Computer Graphics principles and Networking (protocol analysis & design)</p> <p>Web Development using Rails, PHP, JavaScript, XML/HTML, CSS and AJAX techniques.</p> <p>Comfortable with rapid prototyping, SCRUM development and Extreme Programming principles. Strong and recognized interpersonal and verbal/written communication skills.</p>	
PROJECTS & PUBLICATIONS	<p>For a complete portfolio of projects and research, see my online portfolio at http://njoubert.com/</p> <p>Physically Based Simulator Real time cloth and fracture simulation, SIGGRAPH paper in progress.</p> <p>Raytracer Rendering high-quality scenes with global illumination effects.</p> <p>Red5 Flash Video Server Flash video server supporting synchronous video sharing. SIGCHI 2008 paper.</p> <p>2draw.net Online Art Community Website, focused on education and free online drawing tools.</p> <p>...</p>	
WORK AND RESEARCH EXPERIENCE	<p>Brutesoft Inc., 01/2009 – present: System administration for stealth startup in enterprise P2P software.</p> <p>Berkeley Computer Animation & Modeling Research Group, 08/2008 – present: Graphics researcher in UC Berkeley's Graphics Lab under Prof. James O'Brien. Projects include Real-time physical simulations modeling deformable thin surfaces and fracture.</p> <p>UC Berkeley Teaching Staff, 01/2008 – present: Student Instructor for Computer Graphics course, responsible for co-teaching class with faculty. Tutor for self-paced Introduction to CS courses.</p> <p>Pixar Animation Studios, Next Generation Tools, 06/2008 – 08/2008: Extended Pixar's in-house animation tool to support symmetry in rigging models, and NURBS surface animation.</p> <p>Yahoo! Research Berkeley, 01/2007 – 01/2008: Expanded video server as research platform, built prototypes for Yahoo Live & location aware software. Published paper accepted into SIGCHI 2008.s</p>	
RELEVANT COURSEWORK	CS 294 Physically Based Animation (In Progress) CS 170 Efficient Algorithms (In Progress) CS 188 Artificial Intelligence (A-) CS 184 Computer Graphics (A+) CS 162 Operating Systems (A) CS 61C Machine Structures, C and MIPS (A) CS 61B Data Structures and Java (A) CS 61A Program Structure and Interpretation (A+)	Math 110 Linear Algebra (A-) EE 126 Probability and Random Processes (B) EE 122 Computer Networks (A) EE 120 Signals Processing (A) EE 40 Microelectronic Circuits (A-) EE 20N Signals and Systems (A) Astro 121 Radio Astronomy (A+) Astro 162 Planetary Astrophysics (A-)
HONORS, AWARDS & RECOGNITION	<p>09 – Outstanding Graduate Student Instructor award received as an undergrad.</p> <p>08 – Golden Key Club nominee as a student in the top 5% of UC Berkeley.</p> <p>07 – Elected as Industrial Relations Officer for the HKN Engineering Honors Society</p> <p>07 – Accepted into Berkeley's B.Sc. Honors Degree program</p> <p>06 – Yahoo! University Hack Day winner at UC Berkeley.</p> <p>06 – Recipient of William B. Slottman Award as the best counselor for incoming students.</p> <p>05 – Chancellor's Honors for outstanding academic achievement at UC Berkeley.</p> <p>02 – Gold Medal in Expo for Young Scientists, recipient of Electrical & General Engineering prizes.</p>	
INTERESTS	Mountain Biking, Snowboarding, Music (Violin, Bass Guitar and DJing), Amateur Radio, Videography	