

# Nop Jiarathanakul

www.iamnop.com  
nop@iamnop.com  
215-948-2837

## Employment

### Adobe • San Francisco, CA • Software Architect

June 2021 – present

Design and develop web components and services for Adobe's new web-based creative authoring tool.  
Evaluate and align coding standards and technical strategies across multiple teams.

### Bright Machines • San Francisco, CA • Principal Software Architect

November 2018 – December 2020

Design and implement the software infrastructure to program, visualize, and simulate industrial robots.  
Lead the development team to build full-stack tech across the 3D engine, web applications, and backend microservices.

### Autodesk • San Francisco, CA • Principal Graphics Engineer

October 2014 – 2018

Architect and implement real-time WebGL engines, authoring tools, and file formats to deliver 3D content over the web.  
Serve as technical lead to maintain full-stack tech from client-side graphics engine to server-side content management.

### Storm8 • Redwood City, CA • Graphics Engineer

September 2013 – October 2014

Implement high-performance graphics and gameplay features in both the in-house mobile game engine and Unity.  
Serve as technical artist to build out the art asset pipeline and develop tools to support artists and animators.

### DreamWorks Animation • Glendale, CA • Technical Director Intern

June – August 2012

Support artists and technical directors during the production of *Rise of the Guardians* and *The Croods*.

### Electronic Arts • Redwood City, CA • Software Engineer Intern

May – August 2011

Implement texture encoding and shader blending operations in *The Sims 4* to improve visual quality and performance.

### Kantana Animation Studio • Bangkok, Thailand • Technical Artist Intern

June – August 2010

Develop custom tools in Maya and Python to support artists and facilitate the animation pipeline.

## Education

### University of Pennsylvania • Philadelphia, PA

Graduated: August 2013

Dual Degree, School of Engineering & Applied Sciences and the Wharton School

Master of Science in Engineering, Computer Graphics and Game Technology

Graduate GPA: 3.97/4.00

Bachelor of Science in Engineering, Digital Media Design

Undergraduate GPA: 3.69/4.00

Bachelor of Science in Economics, Marketing

**Relevant Coursework:** Computer Graphics, Computer Animation, 3D Modeling, Game Design, Physically Based Rendering, GPU Programming & Architecture, Data Structures & Algorithms, Computer Architecture

## Projects

### 3D Web Fest • San Francisco, CA • Creative Director

2015 – 2017

An annual celebration that showcases top WebGL experiences as live performance in a film festival format.

### WebGL GPU Particle Simulator • JavaScript, WebGL, GLSL

April 2014

Interactive WebGL particle simulation driven by GLSL shaders capable of simulating 1 million particles at 60 fps.

### CUDA Path Tracer • C++, CUDA, OpenGL

August 2013

Interactive real-time iterative global illumination path tracer in CUDA.

## Technical Skills

**Areas of Expertise:** Real-time Rendering, 3D Asset Pipeline, Web Development and Design

**Programming:** WebGL, Three.js, Node.js, React, Javascript, GLSL, C#, C++, Python, MEL

**Software:** Unity, Maya, Photoshop, Illustrator