

Nop Jiarathanakul

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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.

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 web applications, 3D engines, and backend microservices.

Autodesk • San Francisco, CA • Principal Graphics Engineer

October 2014 – 2018

Architect and implement high-performance real-time WebGL engines and file formats to deliver high-quality 3D content over the web.

Serve as technical lead and 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 custom 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

Develop customized tools to support artists and the animation pipeline.

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 customized tools to support artists and 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, Physically Based Rendering, GPU Programming & Architecture, Data Structures and Algorithms, Computer Architecture, 3D Modeling, Game Design, Typography, Graphic Design

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