Prutsdom (Nop) Jiarathanakul

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Employment

Storm8 Graphics Engineer   September 2013 – present
- Write high-performance code for the mobile game engine and create tools to facilitate the asset pipeline.
- Prototype, build, and support games in Unity along with designing related frameworks and the asset pipeline.

DreamWorks Animation SKG Department Technical Director Intern   June – August 2012
- Wrote customized tools to support other technical directors and the animation pipeline.

Electronic Arts Software Engineer Intern   May – August 2011
- Implemented texture encoding, compositing, and blending operations in the game graphics engine to improve performance.

PennApps Labs, University of Pennsylvania Senior Front-End Developer   November 2010 – May 2013
- Work with a team of student developers to build online web app solutions for students at UPenn.

Kantana Animation Studio Technical Artist Intern, Character Department   June – August 2010
- Wrote customized tools to support artists and the animation pipeline.

University of Pennsylvania Teaching Assistant, Programming Languages and Techniques in Java   January – May 2010
- Taught lab sections of over 20 students, designed weekly assignments, and assisted the professor with student assessments.

Lowe Limited Graphic Design and Web Development Intern   June – July 2009
- Worked closely with an artist and a database programmer to develop promotional sites for clients.

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 in Computer Graphics and Game Technology   Graduate GPA: 3.97/4.00

Bachelor of Science in Engineering in Digital Media Design (computer science program with a focus in graphics)   Undergraduate GPA: 3.69/4.00

Bachelor of Science in Economics, Concentration in Marketing

Relevant Coursework: Graphics Programming, GPU Programming & Architecture, Physically Based Rendering, Physically Based Animation, Data Structures and Algorithms, Theory of Computation, Computer Architecture, 3D Modeling, Game Design, Typography, Graphic Design

Projects

WebGL GPU Particle Simulator Javascript, WebGL, GLSL   April 2014
- Side project. Interactive WebGL particle simulation driven by GLSL shaders. Able to simulate 1 million particles at 60 fps.

CUDA Path Tracer C++, CUDA, OpenGL   August 2013
- Interactive real-time iterative global illumination path tracer in CUDA.

Voxel Cone-Tracing Real-time Renderer C++, OpenGL, GLSL   December 2012
- Independent study team project. Based on voxel cone-tracing method described in Crassin's "GigaVoxels" paper [Cra11].

CodeDJ Live! Javascript, HTML, CSS, WebGL, GLSL   September 2012
- Interactive GLSL live code sandbox with music input. Uses Audio Data API and Dropbox API. Completed for PennApps 48-hour hackathon.

DroidXtend: Android 3D Controller Java, Python, MEL   January 2011
- Android app that turns the phone into a 3D view controller. Won "Best Android App" in the 2011 PennApps 48-hour hackathon.

Technical Skills

Programming: C++, GLSL, C#, Obj-C, Javascript, HTML, CSS, Java, Python, MEL, PHP, SQL

Software: Unity, Maya, Photoshop, Illustrator