

Steven Dao

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Education

The University of Texas at Austin

BA Computer Science and Philosophy (GPA: 4.0)

May 2015

Experience

DreamWorks Animation – Glendale, CA

Motion Capture Intern

June–Aug 2014

- Wrote C++ tools and Python scripts for transferring motion-capture character animation from FBX files into Premo, the studio's proprietary animation software
- Adapted textures, UVs for lower-res versions of production characters used in mocap studio, and improved quality, performance of Cg fur shader in MotionBuilder
- Trained and calibrated motion-capture actors' facial tracking profiles using Faceshift marker-less facial tracking software
- Developed a MotionBuilder plugin to integrate lip-sync animation into pipeline

Google – Cambridge, MA

Engineering Practicum Intern

May–Aug 2013

- Helped design and test a Java web app in Google App Engine and Google Web Toolkit for searching and filtering airline passenger and flight messages
- Developed algorithms for sorting and combining large datasets of messages in parallel using Google App Engine Datastore, a NoSQL database system
- Wrote engineering design documents, created documentation, and wrote unit tests

Texas Student Television – The University of Texas at Austin

Good Morning Texas Show Technical Supervisor

Jan 2013–Present

- Set up and troubleshoot equipment used for live shows, from audio to teleprompter
- Taught video editing and production to new volunteers in the news department

SnapStream Media – Houston, TX

Software Developer Intern

May–Aug 2012

- Worked in a team to re-architect a "TV search" web application in ASP.NET MVC
- Developed web app using C#, JavaScript, HTML, CSS, and Microsoft SQL Server

Tech & Skills

C ■ C++ ■ C# ■ Java ■ Objective-C ■ Python ■ Bash Scripting ■ OpenGL Shading (GLSL)

Maya (plus MEL Scripting, C++ SDK) ■ **3ds Max** (plus C++ SDK) ■ **MotionBuilder** (plus Python, Open Reality SDKs) ■ **Houdini** ■ **Unity** ■ **Photoshop** ■ **Flash** ■ **Illustrator**

Working knowledge of French and Vietnamese

Projects

2D Game Development Capstone Course

2014

- Worked on a team to produce Colorless, a 2D Unity-based puzzle platformer
- Assisted in character design, animation, and effects, including Maya nCloth

Wave and Fur Graphics Simulation Software (C++)

2013–2014

- Made Maya, Max plugins for ocean waves with collisions (from Tessendorf's paper)
- Wrote a real-time fur and grass OpenGL shader demo using the "shells" technique