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
- Developed a MotionBuilder plugin to integrate lip-sync animation into pipeline
- 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

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 through messages in an airline reservations system
- 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 troubleshot 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