Skye Adaire

skye.adaire@gmail.com
(334) 377-1771

I'm focused on the high-performance rendering of mathematical models and geometry.

Technologies

- C++ (Advanced and Template Metaprogramming)
- OpenGL and OpenGLES
- Vulkan
- GLSL (OpenGL Shader Language)
- Android NDK (C++ and OpenGLES)
- CMake (I use CLion on macOS)
- Haskell (Novice)
- Photoshop

Techniques

- Raytracing and Raymarching
- Image processing
- Distance Fields
- Analytic and Implicit Geometry
- Real and Complex Analysis
- Linear Algebra
- Hypercomplex Algebra (Complex and Quaternion Numbers)
- Dual Numbers and Automatic Differentiation
- Hyperbolic Geometry
- Noise-based Generation

Portfolio

- https://shadertoy.com/user/skye_adaire
- https://github.com/skye-adaire/EasyAlgebra
- https://github.com/skye-adaire/resume

Employment

- September 2018 - July 2019
- Solid Edge (3D CAD), Huntsville, AL
- Software Developer, 3D Part Modeling team
- Maintained and integrated the geometry modeler Parasolid, and external raytracer KeyShot.
- Developed user-facing commands for model manipulation.

Education

- August 2012 - July 2018
- Auburn University, Auburn, AL
- Major in Applied Discrete Mathematics
- Minor in Computer Science