

## **Skye Adaire**

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### Languages

C++ (Advanced Level & Template Metaprogramming)

Haskell (Novice Level)

CMake (I use CLion on macOS)

### Rendering

OpenGL & OpenGL ES

Vulkan

GLSL (OpenGL Shader Language)

Android NDK (C++ & OpenGL ES)

Photoshop

### Procedural Texturing and Modeling

Raytracing & Raymarching

Analytic & Implicit Geometry

Distance Fields

Noise-based Generation

### Real and Complex Analysis

Linear Algebra

Hypercomplex Algebras (Complex & Quaternion Numbers)

Dual Numbers & Automatic Differentiation

Hyperbolic Space

Samples of my work can be found at my Shadertoy and GitHub repos:

[https://www.shadertoy.com/user/skye\\_adaire](https://www.shadertoy.com/user/skye_adaire)

<https://github.com/skye-adaire/Core>

<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