

## Skye Adaire

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### Skills

C++  
Template Metaprogramming  
OpenGL / OpenGLES  
GLSL (OpenGL Shader Language)  
Vulkan  
Linear Algebra  
Real and Complex Analysis  
Android NDK (C++)  
CMake (I use CLion on macOS)

### Focus

I'm focused on rendering using C++ and GLSL. Currently I'm developing a Vulkan raytracer. I use this to render mathematical models, and study functions of real and complex variables. I've rendered analytic geometry, non-euclidean geometry, distance fields, procedural noise-based models, complex fractals, and quaternion fractals. Samples of my work can be found at my shadertoy and github repos. All the code presented here is of my design, unless noted in the comments:  
[https://www.shadertoy.com/user/skye\\_adaire](https://www.shadertoy.com/user/skye_adaire)  
<https://github.com/skye-adaire/Core>

### Employment

September 2018 - July 2019  
Solid Edge (3D CAD)  
Huntsville, AL  
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

Link to my full portfolio:

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