

Skye Adaire

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Huntsville, AL

Skills

C++, Template Metaprogramming, Java, Haskell
OpenGL / OpenGL ES graphics development
Unix, Windows, and Android development
Linear algebra

Focus

I'm developing a rendering library in C++. It runs on both macOS and android. I use it to study complex analysis, linear algebra, non-euclidean topology, procedural shaders, ray tracing, distance fields, and image processing. I have also developed small programs and assets for use in digital and tabletop games. This includes tools for plot, character, world, and scene creation. View my portfolio at github.com/skye-adaire/resume

Education

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

Employment

September 2018 - Current
Solid Edge, Huntsville, AL
Software development, 3D part modeling team
Developed user-facing commands for model manipulation
Maintained interface with external raytracing app KeyShot

January 2015 - August 2018
Auburn University, Auburn, AL
Computer technician