

Skye Adaire

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Languages

C++ (Advanced Level + Template Metaprogramming)

Haskell (Intermediate Level)

CMake (I use CLion on macOS)

Real-time Rendering

OpenGL / OpenGL ES

Vulkan

GLSL (OpenGL Shader Language)

Android NDK (C++ & OpenGL ES)

Procedural Texturing and Modeling

Raytracing & Raymarching

Analytic & Implicit Geometry

Distance Fields

Noise-based Generation

Real and Complex Analysis

Linear Algebra

Hypercomplex Algebras (Complex and Quaternion Numbers)

Dual Numbers & Automatic Differentiation

Hyperbolic Space

Fractals

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

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