

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 dual quaternion fractals using automatic differentiation. 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://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>