

Skye Adaire

skye.adaire@gmail.com
(334) 377-1771
Huntsville, AL

Skills

C++, Template Metaprogramming, Java, Haskell
OpenGL / OpenGLES graphics development
Unix, Windows, and Android development
Game development (tabletop)

Focus

An ongoing project is the private development of a rendering library in C++. The library uses a cross-platform CMAKE build system with abstraction layers for windowing, input, and OpenGL. The library includes a variety of image processing, ray tracing, and procedural generation algorithms in both C++ and GLSL. 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.

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

January 2015 - September 2018
Auburn University, Auburn, AL
Computer technician
Hardware & software maintenance and repair