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 / OpenGLES
- Vulkan
- GLSL (OpenGL Shader Language)
- Android NDK (C++ & OpenGLES)

Procedural Texturing and Modeling

- Raytracing & Raymarching
- Analytic & Implicit Geometry
- Distance Fields
- Noise-based textures

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