

James Youngblood

✉️ james@youngbloods.org 🎵 [soundeffects](#)

Software and Graphics

Education

M.S. in Computing, Graphics and Visualization, University of Utah 2019 - 2025
3.8 GPA, deans list, full-ride merit-based scholarship
Courses: Interactive Graphics, Parallel Programming

Portfolio

Visual demos of all my projects are at soundeffects.github.io/me

Procket: 2025

Skills:

Planets on wgpu: Procedural earth-like planets, rendered in the browser. 2024
Skills: Rust, WebGPU, WASM, procedural generation, rendering primitives

Research

Digital Image Transformations Degrade Gaze Prediction Accuracy: 2023 - 2025
Master's thesis on dataset quality issues and limitations for gaze prediction.
Skills: Computer vision, Python, Pytorch, image processing, statistics, technical writing

Employment

Teaching Assistant, University of Utah 2020 - 2024

Algorithms, Parallel Programming, and Computational Theory courses.
Skills: Mentoring, course management, computer science fundamentals

Software Engineering Contractor, Crescendo Technologies, Inc. 2023

Browser automation and end-to-end tests for production web apps.
Skills: Playwright, Typescript, Javascript, React

Software Engineering Intern, Verisage Custom Software 2018 - 2019

Updating Django templates and python packages.
Skills: Python, Django