

# James Youngblood

✉ [james@youngbloods.org](mailto:james@youngbloods.org)    [soundeffects](https://github.com/soundeffects)

Software and Graphics

## Education

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**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

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Visual demos of all my projects are at [soundeffects.github.io/me](https://soundeffects.github.io/me)

**Prockit:**      2025

Skills:

**Planets on wgpu:** Procedural earth-like planets, rendered in the browser.      2024

Skills: Rust, WebGPU, WASM, procedural generation, rendering primitives

## Research

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**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

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**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