Christopher Gibson

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Project Interests

Computer graphics, performance, game development, tool development, visualization of data, real-time and pre-rendered graphics

Skills

Python, C/C++, Java, Rust *(learning)*, Lua, Linux shell scripting, LaTeX.

Professional Experience

Stealth Mode Start-Up, Menlo Park, CA

Software Developer — **February 2016 – Present**

Amazon Lab 126, Sunnyvale, CA

Software Development Engineer — **September 2014 – February 2016**

Worked on the FireOS Frameworks team with a focus on graphics and performance.

DreamWorks Animation, Redwood City, CA

Modeling Technical Director — **June 2011 – September 2014**

Improved and maintained a large code base containing dozens of tools, scripts and applications used by the modeling department. Designed and developed a number of Python-based tools and interfaces for use in Maya. Addressed issues with the existing asset pipeline.

Research & Development, Lighting Team Intern — **June 2010 – August 2010**

Developed features for production-level tools in C++ and OpenGL. Created unit-tests, ran manual smoke tests and wrote extensive test reports on results and compiler performance. Worked in a large code base and handled multiple development workspaces simultaneously.

Yahoo! Corporation, Sunnyvale, CA

Intern & Contracted Developer — **June 2009 – December 2009**

Sun Microsystems, Santa Clara, CA

Intern & Contracted Developer — **June 2008 – December 2008**

CreateSpace, San Luis Obispo, CA

Software Developer — **November 2006 – January 2008**

Education

California Polytechnic University, San Luis Obispo, California

B.S/M.S of Computer Science — **September 2006 – June 2011**

- Thesis: "Point Based Color Bleeding With Volumes" *(http://github.com/cgibson/Thesis)*
- Advisors: Dr. Zoë J. Wood

Related Academia

-Distributed Systems
-Parallel Computing
-Graduate Computer Graphics
-Advanced Rendering
-Real-Time Graphics
-Graphics Animation

Cal Poly CUDA Class - Teaching Assistant — **January 2011 – April 2011**

- Designed and developed labs and lab resources for students
- Helped combine the ray tracing and CUDA class for three weeks

Cal Poly Game Development Club - President — **November 2009 – June 2011**

Cal Poly ACM - Corporate Liaison — **September 2010 – June 2011**

Projects

Mr. Voxel *(Thesis)*
Voxel Rendering/Lighting Library
http://github.com/cgibson/Mr-Voxel

Haste
Massively Parallel CUDA Ray Tracer
http://github.com/cphaste/haste