

Education:

Carnegie Mellon University  
 Bachelor of Computer Science and Arts, Minor in Media Design  
 May 2018

Experience:

- > Intern at Nvidia
  - Worked on a small team to create a web app for an on-stage demo about ray tracing. This entails developing a drawing tool in Javascript and WebGL, as well as helping iterate on the framework to fit the story of the demo as well.
  - Summer 2018
- > Developer at Tin Drum
  - Was the sole developer for an AR iOS Unity app and also worked on a team making an AR Unity app for an early version of the Meta headset. Wrote shaders, optimized and made content among other components of an internationally exhibited AR short.
  - Summer 2017
- > Researcher at the Community Robotics Education and Technology Empowerment Lab at Carnegie Mellon University Robotics Institute
  - Worked with the Google EarthDev Team on the Explorables project to create geographical data visualizations to convey compelling stories about the environment and humanity. Dealt with database management.
  - Summer 2016
- > Studio Assistant at the Frank-Ratchye STUDIO for Creative Inquiry
  - Prepared class materials and gathered, created and cleaned graphical training sets for use in ML by writing web scrapers and bash scripting.
  - Fall 2015 - Fall 2018

Skills:

|                |              |                     |
|----------------|--------------|---------------------|
| Programming-   | Prototyping- | Software-           |
| C              | 3D printing  | Adobe CC            |
| C++            | CNC Routing  | Agisoft Photoscan   |
| GLSL           | lasercutting | MatLab              |
| Javascript     | welding      | Maya                |
| OpenFrameworks | woodworking  | Rhinoceros/Rhinocam |
| Python         |              | Unity               |
| SML            |              | Unreal              |
|                |              | Visual Studio/Code  |

Relevant Interests:

- Live coding visuals in GLSL ⇨ Parallel Data Structures & Alghm
- Computational perception ⇨ Neural Computation
- Theoretical computer science ⇨ More Great Ideas in TCS
- Volumetric capture ⇨ Experimental Capture
- ML for graphics ⇨ Art and Machine Learning
- Real time depth streaming ⇨ Advanced 3D animation

Corresponding Coursework: