

SUMMARY

Strong ability to work in team-based environments with a knowledge of mathematics, C/C++, Java, Python, Perl, iterative software development, and information visualization techniques.

SKILLS

Programming: Have completed programming projects written in Java, C/C++, and various scripting and functional languages using the Eclipse IDE, basic text editors, and the command line interface.

Math: Proficient in discrete math, graph theory, calculus, and linear algebra.

WORK EXPERIENCE

UCSC School of Engineering, Santa Cruz, CA

2009-Present

Assistant Specialist, Computer Science

Research in uncertainty visualization with Professor Alex Pang at UCSC. Focus on large, complex networks. Implementation primarily in Java, C++, and scripting languages using OpenGL/OpenCL. Led development of a transitional animation framework with undergraduate student.

UCSC, Santa Cruz, CA

2012

TA for Advanced Graphics and Animation Class (CMPS 162)

TA'd for CMPS 162 at UC Santa Cruz. This involved putting together two, thirty minute lectures per week as well as lab examples created using OpenGL, C++ and Eclipse CDT.

Los Alamos National Laboratory, Los Alamos, NM

2009

Summer Intern

Used Python and Java to implement ParaView as a backend service in the Earth Science Grid's Live Access Server (LAS) and created a user interface in JavaScript, making use of jQuery as well as the HTML5 canvas tag to implement some basic, interactive 3D objects.

COURSE WORK

Software Methodology: Wrote an online, multiplayer game in Java with a team of four students for a software engineering project at UC Santa Cruz. A spin-off of the game Stratego, the project was completed using the Unified Process.

PUBLICATIONS AND PRESENTATIONS

2010 “Visualizing Node Attribute Uncertainty in Graphs” published in the SPIE/VDA conference in 2011 by Nathaniel Cesario, Alex Pang, and Lisa Singh

2009 “Visual Graph Comparisons with Bullseyes,” a poster on visually comparing multi-modal graphs in IEEE VisWeek 2009 by Nathaniel Cesario and Alex Pang

EDUCATION

University of California, Santa Cruz, Santa Cruz, CA **Expected Fall 2012**
M.S. in Computer Science

University of California, Santa Cruz, Santa Cruz, CA **2008-2009**
B.S. in Computer Science with a Minor in Mathematics

Cabrillo College, Aptos, CA **2004-2008**
A.S. in Computer Science, A.A. in Liberal Arts

CERTIFICATIONS

Cabrillo College

Programming Efficiency Certificates for:

- C++/Java Programming
- Java Game Programming
- Internet Programming

REFERENCES

Available upon request