

## SKILLS & TECHNICAL TOOLS

**Languages:** Python, C++, Java, PyQt

**Technologies:** USD, Maya, Houdini, Git, Linux, Jira, Shotgun/Shotgrid

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## EXPERIENCE

### Walt Disney Animation Studios

**Burbank, CA**

*Assistant Technical Director*

*2021-Present*

- Develop and maintain technical tools for feature films (Python and C++)
- Support artists and fix bugs in all areas of the production pipeline, ranging from modeling to animation to lighting
- Facilitate communication between artists and software engineers for needed technology updates
- Created pipeline training course and lead new hires through it
- **Notable Projects:** lookdev extract USD conversion, procedural culling bounding box, USD variant viewer

### Stanford Computer Science Department

**Stanford, CA**

*Section Leader (CS106A and B)*

*2018-2020*

- Mentored first and second level computer science students (in Java, Python, and C++)
- Led weekly labs and office hours and provided interactive feedback on homework and exams
- Virtually taught introductory Python to high school students in Prague and Istanbul

### The Walt Disney Company

**Glendale, CA**

*Software Engineering Intern*

*2018, 2019*

- Contributed to a studio-wide platform template that performs authentication, authorization, and routing for web applications
- Conducted text mining on SMS conversations between Parks and Resorts customers and staff with a focus on improving the Disney guest experience

### Institut Supérieur d'électronique de Paris

**Paris, France**

*Machine Learning Research Assistant*

*2018*

- Contributed to a published paper in which we designed and developed machine learning models that detected thousands of terrorist supporters on Twitter that achieved an accuracy of 92%
- Leveraged the Google Translate API to handle tweets in multiple languages

### Facebook

**Menlo Park, CA**

*Software Engineering University Intern*

*2017*

- Developed a POC Android app that integrates multiple music platforms with features including playlists, adding comments to songs, and group queue
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## EDUCATION

### Stanford University

**Stanford, CA**

*B.S. in Symbolic Systems with a Concentration in Computer Graphics*

*2016-2020*

- **Coursework:** Animation and Simulation, Image Synthesis Techniques, Interactive Computer Graphics, Programming Methodology and Abstractions, Computer Organization and Systems, Vector Calculus, Sculpture
- **Notable Projects:** Physically Based Rendered Image (C++/Blender), 2D SVG Key Frame Interpolator (C++), APIC Fluid Simulation (C++), Particle-Based Collision Processor (Java), Ray-Traced Image (OpenGL/Maya), Detection of Suspicious Twitter Accounts (Python), Simulation Special Effects (Houdini), Real-Time Shader (GLSL)