

Prutsdom (Nop) Jiarathanakul

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Education

University of Pennsylvania Philadelphia, PA

Expected Graduation: May 2013

Dual Degree, School of Engineering & Applied Sciences and the Wharton School

Bachelor of Science in Engineering in Digital Media Design (computer science program with a focus in graphics)

Engineering GPA: 3.93/4.00

Bachelor of Science in Economics, Concentration in Marketing, Minor in Psychology

Cumulative GPA: 3.68/4.00

Master of Science in Engineering in Computer Graphics and Game Technology

Relevant Coursework: Graphics Programming, Physically Based Animation, Data Structures and Algorithms, Theory of Computation, Computer Architecture, 3D Computer Modeling, Figure Drawing, Digital Design Foundations, Psychology of Perception, Consumer Behavior

Experience

PennApps Labs, University of Pennsylvania Senior Front-End Developer

November 2010 – present

- Work with a team of student developers to build online web app solutions for students at UPenn.

Electronic Arts Software Engineer Intern

May – August 2011

- Implemented texture encoding, compositing, and blending operations to improve game performance.
- Successfully reduced draw calls and increased FPS on min-spec machines.

Kantana Animation Studio Technical Artist Intern, Character Department

June – August 2010

- Wrote customized tools and scripts to support artists and the animation pipeline. Mostly implemented in Python and MEL.
- Increased efficiency and productivity in the rigging and animation departments.

University of Pennsylvania Teaching Assistant, Programming Languages and Techniques in Java

January – May 2010

- Taught lab sections of over 20 students, designed weekly assignments, and assisted the professor with student assessments.

Lowé Limited Graphic Design and Web Development Intern

June – July 2009

- Worked closely with an artist and a database programmer to develop promotional sites for clients.

Projects

Interactive Renderer in WebGL Javascript, WebGL

September 2011 – present

- Senior Design Project. Implement a fast and interactive real-time renderer with global illumination in WebGL.

Texture Synthesis C++

April 2011

- Independent study research. Implemented a SIGGRAPH paper on optimization-based textures synthesis.

DroidXtend: Android 3D Controller Java, Python, MEL

January 2011

- An Android app that turns the phone into a 3D controller. Implemented with a Maya plug-in. Controls rotation, panning, and zoom.
- Won “Best Android App” Award in the 2011 PennApps Mobile 48-hour hackathon with over 30 teams. <http://www.pennapps.com/>

Ray Tracer C++, OpenGL

December 2010

- Produces 3D images from mathematically defined shapes. Implements reflection and refraction.

Who's In My Class? HTML, CSS, Javascript, PHP, SQL

September 2010

- A web app that allows students to see who are in their class and which friends are in a certain class. Uses Facebook API.
- Won “Most User-Friendly App” in the 2010 PennApps 48-hour hackathon. <http://www.pennapps.com/honeyoats/>

SlackerTracker HTML, CSS, Javascript, PHP, SQL

October 2009

- A social networking site combining features of Facebook and Digg that allows users to track how their friends are procrastinating.
- Won 2nd place overall in the 2009 PennApps Competition. <http://www.pennapps.com/specialk/>

Technical Skills

Programming: C++, Java, Python, MEL, HTML, CSS, Javascript, PHP, SQL

Graphics Software: Photoshop, Illustrator, Maya