

# Nop Jiarathanakul

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## Employment

### Walt Disney Imagineering · Glendale, CA · Software Engineer

Design and deliver software for interactive experiences from early concept to rapid prototyping and deployment.  
Build 3D data visualization tools for the development of robotics hardware and show programming.

September 2021 – present

### Adobe · San Francisco, CA · Software Architect

Design and develop web components and services for Adobe's new web-based creative authoring tool.

June – September 2021

### Bright Machines · San Francisco, CA · Principal Software Architect

Design and implement software tools to program, visualize, and simulate industrial robots.  
Lead the development team to build full-stack tech across the Unity 3D engine, React apps, and Docker services.

November 2018 – December 2020

### Autodesk · San Francisco, CA · Principal Graphics Engineer

Architect and implement real-time WebGL engines, authoring tools, and file formats to deliver 3D content over the web.  
Serve as technical lead and maintain full-stack tech from client-side graphics engine to server-side asset pipeline.

October 2014 – October 2018

### Storm8 · Redwood City, CA · Graphics Engineer

Implement high-performance graphics features in both the in-house C++ mobile game engine and Unity.  
Serve as technical artist to build out the art asset pipeline and develop tools to support artists and animators.

September 2013 – October 2014

### DreamWorks Animation · Glendale, CA · Technical Director Intern

Support artists and technical directors during the production of *Rise of the Guardians* and *The Croods*.

June – August 2012

### Electronic Arts · Redwood City, CA · Software Engineer Intern

Implement texture encoding and shader blending operations in *The Sims 4* to improve visual quality and performance.

May – August 2011

### Kantana Animation Studio · Bangkok, Thailand · Technical Artist Intern

Develop custom tools in Maya and Python to support artists and improve the animation pipeline.

June – August 2010

## Education

### University of Pennsylvania · Philadelphia, PA

Dual Degree, School of Engineering & Applied Sciences and the Wharton School  
Master of Science in Engineering, Computer Graphics and Game Technology  
Bachelor of Science in Engineering, Digital Media Design  
Bachelor of Science in Economics, Marketing

Graduated: August 2013

Graduate GPA: 3.97/4.00  
Undergraduate GPA: 3.69/4.00

## Projects

### 3D Web Fest · San Francisco, CA · Creative Director

An annual celebration that showcases top WebGL experiences as live performance in a film festival format.

2015 – 2017

### WebGL GPU Particle Simulator · JavaScript, WebGL, GLSL

Interactive WebGL particle simulation driven by GLSL shaders capable of simulating 1 million particles at 60 fps.

April 2014

### CUDA Path Tracer · C++, CUDA, OpenGL

Interactive real-time iterative global illumination path tracer in CUDA.

August 2013

## Technical Skills

**Areas of Expertise:** Computer Graphics, Real-time Rendering, 3D Asset Pipeline, Web Development and Design

**Programming:** JavaScript, GLSL, C#, Python, Rust, C++, MEL

**Software:** Unity, Maya, Photoshop, Illustrator