

Joshua T. Parnell

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3D Graphics Programmer

3D Graphics, Procedural Content, Game Programming

Profile

- > Expertise in procedural generation: terrains, textures, trees, solids, planets, music, and more
- > Driven by a love for creative exploration – especially with respect to procedural techniques
- > Ability to rapidly prototype ideas; proficiency with efficient, fast-paced development
- > Passion for building and improving 3D graphics/game engines
- > Excellent math skills, 3D and otherwise

Professional Experience

Pixar Animation Studio, Emeryville, CA

June 2011 – September 2011

:: Technical Director Intern, Global Tech

- > Designed, programmed, and tested several plugins for in-house software to facilitate prop rigging
- > Repaired an existing online system for configuring nightly cron jobs

Stanford University, Stanford, CA

January 2011 – Present

:: CS106 Section Leader

- > Taught a class section involving extra practice material for students
- > Helped students understand and debug C++ and Java code for assignments
- > Evaluated student work for functionality and style

Albemarle Corporation, Baton Rouge, LA

June – August 2009

:: Summer Intern

- > Created a stand-alone search application for high-speed sales database querying
- > Created numerous spreadsheet resources via statistical analysis of sales database

Education

- > **Stanford University**, Stanford, CA 2010 – 2014
 - o Computer Science Major
 - o 4.06 Cumulative GPA
- > **Episcopal High School**, Baton Rouge, LA 2006 – 2010
 - o Diploma with Honors, Valedictorian

Academic Awards

- > **Grand Prize, Stanford Rendering Competition 2012**
- > **President's Award for Academic Excellence in the Freshman Year**

Technical Skills

Languages Libraries/APIs Tools

C/C++, HLSL, GLSL, Java, Python, C#, x86 Assembly, Lisp
STL, DirectX (D3D), OpenGL, CUDA, SFML, Microsoft XNA
Visual Studio 2008/2010, Intel Parallel Studio, NVIDIA CUDA Toolkit,
NVIDIA PerfHud, Eclipse