Zachary Shore

Personal

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Work Experience

May 2017 - July 2017 — **Pipeline TD** for DreamWorks 2017 Summer Project at Clemson
Clemson University
Worked for the Digital Production Arts department as a pipeline TD, system admin and damage control.

Aug. 2016 - April 2017 — **Research Assistant** to Dr. Jerry Tessendorf
Clemson University
Senior Developer for Gilligan, a real-time environment simulation combining ocean and cloud simulation developed for SPAWAR.

Aug. 2015 - May 2016 — **Pipeline Production Assistant** to Dr. Victor Zordan
Clemson University
Worked as a pipeline TD for the Digital Production Arts department. Developed two new tools for artists.

Aug. 2013 - Jan. 2015 — **Research Assistant** to Dr. Joshua Levine
Clemson University
Worked in the Savage Graphics Lab. Developed tools for visualizing tensor fields using anisotropic meshing and visualizing wind tunnel simulations using ParaView.

Education

Current — **MFA in Digital Production Arts**
Clemson University, Clemson, South Carolina
Focus: Shaders, Surfacing and Pipeline

August 2015 — **MS in Computer Science**
Clemson University, Clemson, South Carolina
Focus: Graphics and Visualization

May 2012 — **BS in Computer Science**
High Point University, High Point, North Carolina
Double major in Computer Science and Mathematics

Technical Skills

- Experience with C/C++, Python, Bash, HTML, Javascript, Git
- Experience with a custom Rhythm & Hues-style pipeline
- Experience with Autodesk Maya, The Foundry's Mari and Nuke
- Worked as a TA in modeling and surfacing for Clemson DPA production *Boom*
- Wrote tool for Maya to submit Arnold render jobs to DPA's in-house queuing system
- Wrote a real-time 2D Multiphase SPH Solver in C++ using OpenGL
- Experience with CUDA, OpenCL, OpenVDB, Swig, Qt
- Pipeline TD for DPA department
- Experience with OpenGL 4, GLSL, WebGL, SolidAngle's Arnold
- Worked as a TA/TD in modeling, surfacing, and pipeline for Clemson DPA production *Bug Spray*
- Wrote global illumination shaders in C++, implementing bidirectional and point-based approaches
- Wrote a raymarcher in CUDA for rendering high resolution images of 3D fractals

References

Jerry Tessendorf, Ph.D.
Professor
Department of Computer Science
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Eric Patterson, Ph.D.
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