

Scott Douglas

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Objective

To obtain a full-time software engineering position that allows me to work on fulfilling projects.
Available June 2013.

Education

Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Computer Science with Highest Honors, Minor in Psychology, August 2005
GPA: 3.95

AnimationMentor.com, Online

Diploma for Advanced Studies in Character Animation, January 2012

Skills

Languages: C++, C, C#, Python, HTML, CSS, JavaScript, ASP.NET, XML, Java, PHP, ActionScript

APIs: PyQt, OpenGL, DirectX, jQuery, Swing, Windows Forms, AJAX, .NET

Operating Systems: Linux, Unix, Windows, Mac OS X

Software: Visual Studio, vim, Eclipse, Microsoft Office, Photoshop, Illustrator, Flash, Maya

Work Experience

Animation Technical Director (*full-time, April 15, 2009 – Present*)

PDI/DreamWorks, Redwood City, CA

- How to Train Your Dragon, MegaMind, Madagascar 3, and Peabody and Sherman
- Provided animation support for multiple teams of animators in a production environment.
- Worked cross-site with other technical directors and artists in Glendale, CA.
- Developed tools in Python and a debugged R&D code written in C/C++.
- Created a diff tool that integrates with a version control system.
- Debugged failed renders, setup test shots, logged bugs, and debugged dynamic simulations.

Web Programmer, Graphic Designer (*freelance, August 2008 – January 2009*)

<http://www.bridewiseonline.com> (*now defunct*)

- Responsible for all graphic design and coding of the website including its administrative capabilities implemented using C# ASP.NET, HTML, CSS, and AJAX and a slideshow implemented using ActionScript 3.0 in Adobe Flash.

Software Design Engineer (*full-time, September 2005 – April 11, 2009*)

Microsoft Corporation, Office Graphics, Redmond, WA

- Responsible for SmartArt color transform and style definition integration, SmartArt stabilization, and SmartArt SQM bug fixing during the Microsoft Office 2007 release.
- Worked with program management to design photo features and create milestone estimates.
- Prototyped features, created development plans, performed code reviews, and implemented and integrated photo features using C++ for the next version of Microsoft Office.
- Mentored two interns and one full-time hire.
- Documented part of the Office Drawing binary file format that corresponds to shapes and pictures inserted in Word, PowerPoint, and Excel. Created tools to help automate some of the processes involved by parsing text files and outputting XML.
- Owned and maintained legacy code and ensured compatibility between versions of Office.
- Researched solutions for two hotfixes.
- Admitted to the Technical Leadership Select 2008-2009 program for development of high-potential employees. Attended leadership-building training.
- Worked on a team developing features for a shared component in a very large codebase. Collaborated with remote teams in other states and countries.
- Worked with remote lawyers to develop three patent applications.

Software Developer Co-op (*full-time co-op, March 2005 – August 2005*)

Vicarious Visions, Handhelds Group, Troy, NY

- Experienced the full production cycle of Ultimate Spider-Man for the Game Boy Advance.
- Reviewed design documents, created task estimates, coded UI and logic features in C++, and fixed bugs.

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Software Developer (*full-time co-op & freelance, June 2003 – March 2005*)

Axiom Corporation, Financial Services Solutions Group, Conway, AR

- Worked full-time for three 10-week internships and continued on a freelance basis.
- Java GUI and program design for a large internal tool that connects to a remote server to manipulate database files.
- GUI design for a larger external tool for Providian.
- Created a custom Java Server Faces component to choose a file on a remote machine using backing beans to call web services.

Student Lab Instructor (*part-time, September 2002 – November 2002*)

Rochester Institute of Technology, CS Department, Rochester, NY

- Assisted sixteen Computer Science I students with Java programming in a Unix environment.

Orientation Assistant (*part-time, August 2002 – September 2002*)

Rochester Institute of Technology, First Year Enrichment Program, Rochester, NY

- Provided guidance and information related to RIT campus and departments to 24 students.

Java Programmer (*freelance, May 2002 – July 2002*)

University of Arkansas at Little Rock, Instructional Technology Department, Little Rock, AR

Implemented templates of learning objects using Java applets. Created user documentation.

Coursework

Tirian Journey – A 2D game engine written in DirectX and C++. Focused on the rendering and isometric tiling engine. Created tools to speed game development.

SpaceShooterX – A 3D game engine written in DirectX and C++. Implemented an octree for collision detection and static object culling. Worked on terrain culling against the view frustum. Created Heads Up Display components. Designed a generic particle system class and implemented snow and explosion subclasses.

Raytracer – A recursive raytracer written in C. Supported reflection, transmission, and Phong illumination. Created a scene similar to Turner Whitted's scene from his 1980 paper.

Renderman Procedural Shading – Implemented a tree modeling algorithm. Coded in C, outputs a RIB file.

Bowling Simulation - A complete bowling alley simulation for Software Engineering written in Java. Main focus was on the Scoring System and its GUI. Designed custom Java components. Worked on overall GUI design and a dynamic GUI for searching the database.

Relevant RIT Courses – Software Engineering, Computer Graphics I-II, Foundations of 2D Game Programming, Foundations of 3D Game Programming, Intro to Artificial Intelligence, Intro to Computer Vision, OpenGL Shading Language Independent Study, Genetic Algorithms, Computer Animation Algorithms and Techniques, Calculus I-III, Discrete Math I-II, University Physics I, Maya Modeling, Professional Communications

Relevant School of Visual Concepts Courses – Elements of Drawing, Elements of Typography, Elements of Design

Visit <http://www.scottdouglas.net/projects.html> for more detailed descriptions of the above work including screenshots and code.

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Awards

Rochester Institute of Technology Dean's List (*All Quarters*)

RIT Presidential Scholarship (*All Quarters*)

Nathaniel Rochester Society Scholarship (*2003-2005*)

RIT Outstanding Undergraduate Scholar Award (*2003-2004 school year*)

Arkansas Young Artists Association Competition:

- 2nd place Oils Formalism (*2000*)
- 2nd place Pastel Imitationalism and 1st place Charcoal, Conte Imitationalism (*2001*)

Affiliations

Member, RIT Players - RIT's student run theatre club, (*2001 - 2004*)

Treasurer 2003 – 2004. Minor role in Tom Stoppard's *Rosencrantz and Guildenstern are Dead*.

Member, Computer Science House, (*2002 - present*)

Finished an event database and story database in PHP. Implemented a PHP client to interface with the Coke machines Computer Science House has hooked up to its network.

Member, ACM SIGGRAPH, (*2003 - 2005*)

Attended SIGGRAPH 2004 computer graphics conference.