

Kevin Pazirandeh

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Please visit <http://www.renderpaz.com>

Purpose

To begin a career at an organization that values excellence, personal growth, and above all, innovation.

Education & Skills

BS Computer Science (May 2007) Rochester Institute of Technology

GPA 3.8

Minor in Psychology

Independent Studies: Advanced Raytracing and "Next-Gen" Game Development

Languages & Markup

C/C++ » 3 years

Java, XHTML » 4 years

Ruby, SQL, Actionscript, CSS,

XML » 2 years

PHP, Perl, lex/yacc, Javascript,

HLSL » 1 year

Frameworks & Libraries

DirectX (8,9), OpenGL » 2 years

Rails, SWT, AJAX » 1 year

Platforms & Tools

Windows » 10 years

Unix (Solaris, OS X) » 3 years

Visual Studio » 2 years

Eclipse » 3 years

3ds max, Brazil, photoshop, final cut pro, flash » 4 years

Experience

Citibank » Intern in Development, Los Angeles, California 2005 - 2006

Developed dozens of tools for the CitiAlert Performance and QA team. Primary project automated elaborate back-end testing across multiple platforms. Heavy use of Java and Eclipse's SWT.

Splutterfish » Intern in Testing and Support, Venice, California 2003 - 2005

Worked online to support users of the Brazil Rendering System. In addition tested Brazil and worked in the Splutterfish booth (BOXX's booth) during Siggraph 2004.

Projects

BlabBook 2006 <http://www.blabbook.com>

Facebook extension built using the Facebook Developer API. A more discussion oriented messaging system with file attachments and sharable to-do lists. Ruby on Rails. Javascript. MySQL.

"Next Gen" Video Game - Platformer 2005

Completed as part of independent study, a 3D platformer with full frame per pixel lighting and volumetric looking particles through custom lighting algorithms. Developed all tools and technology. C++, DirectX 9, HLSL.

SevenOranges 2006 <http://www.sevenoranges.com>

An online collaboration network for film and theatre professionals. Emphasis on UI design and user customization. Ruby On Rails. MySQL.

Raytracer 2004

Completed as part of independent study. Developed algorithms and technology for ray grid acceleration, photon mapping, soft shadows, diffuse reflections, depth of field, and more. C++.

CorkNotes 2005 <http://www.corknotes.com>

A social network built on cork boards. Full cork board simulation complete with the ability to "pin up" custom notes with drawings, text, and images. Capitalized on new bitmap effects of Flash 8. Flash 8. PHP. Java. MySQL.

Awards & Miscellaneous

Rochester Institute of Technology Presidential Scholarship

Worked as a "Booth Boy" for nVidia during E3 2003

Lead 3D developer for RIT Game Developer Club

CgNetworks June 2003 Users Choice Award

Inter-mural Ultimate Frisbee and Soccer