W. Taylor Holliday

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OBJECTIVE

Computer graphics software development position working with the leaders of the field.

SUMMARY

- Software engineer at Pixar Animation Studios (http://www.pixar.com)
- Founder at Subatomic Software (http://subatomicsoftware.com)
- Computer graphics research internships at Lawrence Livermore National Laboratory (http://www.llnl.gov)
- MS in Computer Science, BS in Computer Science with Honors.
- Strong with C, C++, Lua and OpenGL. Proficient with Python, Java, Qt, ObjectiveC/Cocoa, and Linux.

EXPERIENCE

Founder, Subatomic Software **August 2011 - Present**
Designed and implemented Antimatter, a real-time audio processing and synthesis application for musicians. Currently available on the Mac App Store. See http://subatomicsoftware.com**.**

Graphics Software Engineer, Pixar Animation Studios, Emeryville, California **November 2006 - Present**
Software Engineering Internship, Pixar Animation Studios **June 2006 - September 2006**
Worked on Pixar's next-generation proprietary animation software.

- Developed a real-time character pose-sculpting system with optimizations to suit character rigging workflow.
- Created a radial basis function based surface interpolation system to assist character rigging.
- Implemented various surface deformation and point weighting algorithms.
- Wrote numerous unit, regression, and performance tests.
- Created GUI customized for film production workflows.
- Worked closely with film production staff to test and deploy features.

Graphics Research Internship, Lawrence Livermore National Laboratory **June 2005 - September 2005**
Graduate Student Researcher, IDAV, UC Davis, Davis, California **January 2004 - June 2006**
Graphics Research Internship, Lawrence Livermore National Laboratory **June 2004 - September 2004**
Developed new algorithms for computing topological properties of scientific data-sets.
See http://wtholliday.org/thesis.pdf for more information.

Teaching Assistant, UC Davis, Davis, California **September 2003 - December 2003 (Fall Quarter)**
Led discussion and held office hours for an undergraduate computer graphics class.

Graphics Research Internship, Lawrence Livermore National Laboratory **June 2002 - September 2002**
Exploratory research into subdivision surfaces and wavelet compression.

Undergraduate Researcher, IDAV, UC Davis, Davis, California **February 2002 - June 2003**
Developed tools for time-varying volume visualization.

Technical Support, UC Davis IT-Express, Davis, California **February 2000 - September 2001**
Provided computer technical support for students, staff, and faculty.

EDUCATION

Master of Science in Computer Science, 2006
University of California, Davis
GPA of 4.0 in required classes, 3.75 overall

Bachelor of Science in Computer Science, minor in Mathematics, 2003
University of California, Davis
GPA of 3.7 on a 4.0 scale, 3.9 in major.

References will be furnished upon request.