

W. Taylor Holliday

wtholliday@wtholliday.org <http://wtholliday.org>

OBJECTIVE

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

SUMMARY

- Software engineer at Pixar Animation Studios (<http://www.pixar.com>)
- Computer graphics research internships at Lawrence Livermore National Laboratory (<http://www.llnl.gov>), summer 2002, summer 2004, summer 2005.
- MS in Computer Science, BS in Computer Science with Honors.
- Proficient with OpenGL, Java, C, C++, ObjectiveC/Cocoa, Lisp/Scheme, Python, Mathematica, Unix, Linux, Maya, Photoshop, Illustrator, and HTML/Internet.

EDUCATION

Master of Science in Computer Science, 2007
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.

EXPERIENCE

Graphics Software Engineer, Pixar Animation Studios, Emeryville, California **November 2006 - Present**
Worked on Pixar's proprietary animation software: core components, gui interaction, and performance testing.

Software Engineering Internship, Pixar Animation Studios, Emeryville, California **June 2006 - September 2006**
Worked on Pixar's proprietary animation software: core components, gui interaction, and performance testing.

Graphics Research Internship, Lawrence Livermore National Laboratory **June 2005 - September 2005**
Developed new algorithms for computing topological properties of scientific data-sets.

Graduate Student Researcher, IDAV, UC Davis, Davis, California **January 2004 - June 2006**
Conducted research in mesh simplification and computational topology.

Graphics Research Internship, Lawrence Livermore National Laboratory **June 2004 - September 2004**
Developed new algorithms for computing topological properties of scientific data-sets.

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.

References will be furnished upon request.