

Iciar Andreu Angulo

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EDUCATION

University of Pennsylvania, Philadelphia, PA

MSE in Computer Graphics and Game Technology

Anticipated May 2020

University of Maryland, College Park, MD

Bachelor of Science, Computer Science

May 2018

Bachelor of Arts, Film Studies

May 2018

SKILLS

- Programming: C++, Java, Python, C, C#, OpenGL, GLSL, PHP, Drupal, Behat, MEL
- Software: Maya, Adobe Premiere Pro, Houdini, Unity, Unreal, Photoshop
- Foreign Languages: Spanish (native)

RELATED PROJECTS

Poly-X, a Maya plug-in

Spring 2019

- Utilized Python, C++, and MEL to create a tool in Maya to place objects in a scene based on a small number of examples.
- Created a user-friendly interface with the option to save the example scene data as a JSON file.

Rendering

Spring 2019

- Implemented in C++ a path tracer, a ray tracer, and a photon mapper, in addition to different lights and materials to render.

Cloth simulation

Fall 2019

- Used mass-spring systems to implement a cloth simulation in C++ to later run it in and render it in Houdini.
- Included a reader for a tetrahedron mesh to be able to run the simulation on different meshes, not just cloth.

EXPERIENCE

Teaching Assistant

August 2019 - Present

CIS462/562: Computer Animation and CIS660: Advanced Topics in Graphics and Animation

- Help the students understand the different mathematical concepts taught in the Computer Animation class, doing extra time if they require more help.
- Provide my knowledge on the different projects done in the classes to current students so they can also be successful.
- Collaborate with the other teaching assistants to efficiently grade the homework assignments and organize the office hours.

Research Assistant

August 2017 – July 2018

UMIACS (University of Maryland Institute for Advanced Computer Science)

- Learned Unity UI to develop a simple, user-friendly editing software for high resolution 360 videos, so users would not have to learn all the FFmpeg commands necessary.
- Applied my knowledge of C++, and film production to create successful virtual reality experiences using the Insta360 Pro, a stereoscopic camera, and the Samsung Gear 360.
- Collaborated with other departments to create immersive experiences to test police implicit bias, which were used to train 1,800 officers.
- Participated in the creation of 3D virtual experience of an opera that I then presented to the University System of Maryland Board of Regents and to state legislators.

Web Development Intern

June 2017 – August 2017

NBC Sports Group, Stamford CT

- Quickly and efficiently took on the different assignments provided, including setting my environment, researching XML formats, inspecting the websites for issues, and creating automated tests for the Drupal site.
- Learnt Behat and applied that knowledge to create tests for the different NBC Sports websites.
- Solved any issues that arose and stayed on top of the assignments.

Crew Member

August 2015 – September 2017

The Big Ten Network Student U, University of Maryland

- Utilized leadership skills to direct and manage all the components of live broadcasting (such as cameras, replays and graphics) into a successful live production.
- Collaborated in the production of the broadcast with the rest of the crew members, providing different sets of skills and suggestions.
- Adapted to a fast-paced environment while tackling any issues that arose while live broadcasting.

HONORS

J.P. Eckert Fellowship

Fall 2019 – Spring 2020