

Zachary Carter

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Objective:

To apply and further develop my knowledge and experience in the arts, sciences, and engineering. Seeking employment as a graphics software developer or technical director.

Education:

University of California, Santa Barbara 2003 – 2007
Bachelor's of Science degree in Computer Science. GPA 3.25

Foothill Technology High School 2000 – 2003
Graduated Salutatorian. GPA 4.0

Experience:

DreamWorks Animation SKG **September 2007 - present**

Animation TD on Kung Fu Panda (2008). Layout TD on How to Train Your Dragon (2010).

Google Summer of Code: Aqsis Developer **May 2007 – September 2007**

Implemented deep shadow mapping as a new feature for the open source RenderMan compliant renderer, Aqsis.

Pixar Animation Studios: Intern **Summer 2006**

Worked in the editorial and post-production teams: managed the wiki, edited demo reels for Siggraph, performed quality control for iTunes, documented department processes, worked closely with supervisors on scripting projects, and attended weekly meetings.

Technical Skills:

- Software development in C++ and Java, scripting in Perl, Python and many others
- OpenGL real time graphics and shader programming (Cg and RSL)
- Strong Maya, Cinema 4D and Photoshop skills
- Competent modeling, texturing, lighting and animation abilities
- Well organized, consistent, eager, and communicative worker

References will be furnished upon request.