

Shylah J. Barnes

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- Objective: A full time 2D/3D Graphics Programmer, Designer or relative position
- Education: **Bachelor of Science, Computer Science**
University of California, Riverside GPA Major 3.0 June 2005
Associate in Science (focus on Math and Science)
Riverside Community College GPA Major 3.34 June 2001
- Computer Skills: Windows, Linux, C, C++, HTML, JavaScript, OpenGL, Maya, MEL, After Effects, Adobe Photoshop, Adobe Premiere, Flash, Python, SQL, PL/SQL, Script, Visual Basic, Assembly, Visual SourceSafe
- Related Courses: Computer Graphics, Software Engineering, Computer Animation, Web Page Development, Artificial Intelligence, OS, Computer Networking, Compilers
- Projects:
-Creation of 2D/3D Composition and video effects for video production pieces.
-Implemented a program that controls rendering and shading for 3D scene.
-Designed program script that controls skeletal animation of human based 3D character, using inverse kinematics.
-Developed a card game simulating machine player moves and user interaction.
-Created program that imports object (OBJ) graphic files to OpenGL scene.
-Created online system allowing users storage and organization of URL pointers.
- Experience: **Application Developer / Graphic Designer** July 2005 to Present
UCR Computing & Communications
Designed web applications involving the creation of customized campus user environments and automated processes. Supported creation and modification of graphics for various web applications. Engaged in database design and tuning.
- Animation Producer** May 2008 to Dec. 2008
Investigation Animation (Television Show)
Supervised a crew of animators, provided administrative support, provided guidance for creative direction and output. Participated in creating modeling and animation for video production.
- Computer Graphics Research Intern** June 2004 to Sept. 2004
Carnegie Mellon Graphics Lab
Competitively selected from 235 applicants by the Computing Research Association. Created MEL software plugins that execute photo realistic and non-photo realistic rendering of various surfaces and models in a 3D environment.
- Webmaster** June 2004 to June 2005
Society of Women Engineers (SWE)
Design and maintenance of webpage. Incorporated multimedia elements, such as video and GIF animations. Developed in HTML, Flash and JavaScript.
- UCR Graphics Lab (Voluntary Research)** June 2003 to June 2005
Performing research on 3D modeling and simulations, implementing C++, OpenGL and Maya MEL Script projects.
- Hearn System Administration Assistant** Sept 2002 to June 2005
UCR Computing & Communications
Creation of course web pages, photo editing, HTML programming, computer maintenance, online course system updating.
- Honors & Leadership: ExpoTV Video Review Contest, Winner
HP You on You Project, Semifinalist
SIGGRAPH, Professional Member