

Jason E. Dengler

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A recent master's graduate who is looking to progress as a programmer in the computer graphics industry. More information and examples of work can be found at: www.JasonDengler.com.

Education

DePaul University, Chicago, Illinois – M.S. in Computer Graphics and Motion Technology, 2012
- 4.0 GPA

John Carroll University, University Heights, Ohio – B.S. in Computer Science, 2010
- 3.86 GPA

Summary of Accomplishments

- Developed a ray tracer, animation engine, OpenGL engine, and transform feedback system
- A member of the DePaul ASL research project. Research included:
 - Developed hand metacarpal bone calculations based on finger placement
 - Developed a re-skinning system for combining two meshes
 - Developed a bone transferring tool
- Submitted and presented a paper to the 2009 MCURCSM, Conference for Undergraduate Research in Computer Science and Mathematics, based on swarm research.
- Received two senior class awards: Outstanding Undergraduate Research Award and Award for Academic Achievement in Computer Science.
- Was presented with the major of the month award for mathematics and computer science for January 2010.

Most Proficient Programming Languages and Frameworks:

C++, MaxScript, OpenGL, GLSL, RenderMan shaders (with 3Delight)

Additional Programming Languages and Frameworks:

C, C#, Java, Action Script, Python, Java Script, JSP, PHP, Unix C Shell, Bash, Win32, PEZ, Visual Basic, Html, SQL, XML, Processing, Prolog, Django, Lua, LSL, Unreal script

3D Modeling and Image Software:

3dsMax, Blender, Rhino, Photoshop, Illustrator, Gimp, Flash

Work Experience

ITS Help Desk Analyst at The John Marshal Law School (2011 – Current)

Support included both in person and phone support of Windows, Mac, iOS, and Android devices. Other duties included support of active directory accounts, virus removal, Canon and HP printers, ShoreTel IP phones, end-user VPN, building and imaging computers, remotely pushing out new software and software updates, ExamSoft, and writing Bash scripts.

Crowl Montgomery & Clark, North Canton, Ohio (2010)

Developed Java and Flash web based applications.

Research for the Department of Computer Science at John Carroll University (2009 and 2010)

Worked in the area of swarm computing research, which is the idea of having many small “agents” each with very limited information work together to solve very complex problems. The research was focused on creating a program to simulate a swarm putting a jigsaw puzzle together with limited human assistance.