

Permanent Address
230 W24 Street, Apt. 5E
New York, New York 10011

Jason J. Kraft
Cell: 716.531.3823
jason@ambitiouspagoda.com

Introduction

I am looking for a position as a graphics programmer, in which I can be part of a skilled team focused on pushing technological boundaries to deliver immersive digital experiences. My main interests are real-time effects, engine structure and rendering involving the GPU.

Education

Rochester Institute of Technology, Rochester, NY
G.P.A. 3.75/4.0, Honors Program
B.S. Information Technology, Minor in Japanese Language
Concentrations: 3D Computer Graphics, Web Design and Development

Kanazawa Institute of Technology, Kanazawa, Japan
2008 IJST Study Abroad Program

Qualifications

Art and Design: Maya and MEL, Photoshop, Flash, Final Cut Pro, After Effects
Programming: C++, OpenGL, GLSL, Objective-C/Cocoa, Maya API, Java, AppleScript, UNIX
Web: HTML, CSS, PHP, MySQL, JavaScript/AJAX, ActionScript 3.0, Papervision3D, PixelBender

Projects (*For a comprehensive project gallery, visit my portfolio at <http://ambitiouspagoda.com/>*)

Destructible 3D Environment Engine

Honors capstone project using C++/OpenGL to perform "Geo-Mods" with BSP tree merging.

Screen Space Ambient Occlusion and Indirect Lighting Shader Using GLSL

Computer graphics project using GLSL to perform real-time SSAO/SSIL on the GPU.

"ChromaticApple" - Voice Controlled Head-up Display for Vehicle Windshield

Team HCI project using Objective-C/Cocoa to create an innovative user-vehicle interface.

"Agent" – Independent Game Development Team Project

Multidisciplinary team project to create a 3D game based around corporate espionage.

Experience

Flash Software Engineer

June 2009 to Present

Oddcast, Inc., Manhattan, NY

Develop in ActionScript 3.0 on various viral marketing campaigns using a proprietary 3D API. Created applications to cartoonify photos, map a face onto a 3D mesh, navigate a texture-mapped environment via face tracking and control 3D characters using voice recognition.

Web Design and Development

September 2007 to May 2009

Rochester Institute of Technology, Rochester, NY

Designed and implemented content management solutions for various school departments. Designed, re-programmed and webmastered the english department site from the ground up.

User Interface Team Internship

June to August 2007

Datatel, Buffalo, NY

Developed small applications using Flash, ActionScript 3.0 and JavaScript.