LINAS BERESNA

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EDUCATION

PhD in Computer Graphics at **Simon Fraser University**, Canada	*2021 - Current*
Supervised by Eugene Fiume.	
MEng Computer Science & Mathematics at **University College London**, UK	*2015 - 2019*
Graduated with a first-class honours.	
Third year exchange at **University of Waterloo**, Canada	*2017 - 2018*

TECHNICAL SKILLS

Basic Knowledge	USD, Houdini, Maya, OSL, Javascript, openGL, Java
Intermediate Knowledge	C/C++, Python, Matlab, Linux, Git, OSL

EXPERIENCE

Animal Logic — July 2020 - August 2021
RND Rendering Engineer — *Sydney, Australia*

· Building and supporting AL's proprietary renderer Glimpse.
· Working with C++14, Python, Qt, USD, OptiX and OSL.
· Created tools and shaders for artists to use in Maya, Houdini and in house applications.

DNEG — July 2019 - July 2020
RND Software Engineer - On-Set Tools — *London, UK*

· Creating and supporting tools for the shoot department to help with importing and sorting large datasets.
· Working with C++, Python and Qt.

Gambit Research — August 2018 - September 2018
Software Engineer Intern — *London, UK*

· Redesigned an existing service, which logs user input.
· Changed code base from Node.js to Python and used Docker & Kubernetes to deploy.

UCL - Surgical Robot Vision Group — June 2018 - August 2018
Research Intern — *London, UK*

· Paired with a postgraduate student to investigate ways of binary classification for cancer cells, through the use of deep learning networks such as Tensorflow.
· Automated a microscope using C++ and openCV to focus and find the edges of a tissue sample.

Boeing Defence UK — June 2017 - September 2017
Software Engineer Intern — *Bristol, UK*

· Worked with an Agile and Sprint approach in a team of interns.
· Designed and implemented backend for a product prototype using Javascript.

PROJECTS

Master's Project
Implementing Global Illumination to Foveated Rendering using Reflective Shadow Maps

· Researching shadow maps and foveated rendering in order to improve my supervisor code so that it also has effective and efficient global illumination.

University

· *Ray Tracer* - Created a ray tracer from scratch in C++ and then added extra features.
· *Kernel Editing* - Edited and built OS/161, added systems calls, implemented paging and debugged using GDB.