

Chris Ho

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SUMMARY Currently a senior at the University of California Davis as a double major in Computer Science and Philosophy. I am well versed in C++ and Java, and hope in the future to work somewhere in the graphics/gaming field. Currently, I have a couple of projects on relating to graphics and am working as an undergraduate research assistant in one of the campus graphics labs.

EDUCATION Bachelor of Arts, Computer Science and Philosophy
University of California, Davis expected Fall 2009

COMPUTER SKILLS C++, C#, Java, Lua, PHP
Comfortable with development tools on Windows and Linux such as Visual Studio, KDevelop, Eclipse
Knowledge of CUDA, OpenGL 2.1, GLSL, DirectX 10, XNA 2.0, Qt, Windows Forms

RELATED COURSEWORK Computer Graphics
Visualization

EXPERIENCE *Undergraduate Research Assistant* Spring 2008 - Current
Visualization and Interface Design Innovation, University of California, Davis

- VIDI-SVR
 - Capable of Rendering Large Datasets (120GB)
 - Dynamic loading of blocks based on position/transfer function
 - Block Quality dependant on position, uses wavelets to reconstruct higher quality blocks
- Plasma Data
 - Transforms the data into a 3D-Texture in order to properly interpolate field lines
 - Transforms back and forth from cartesian to toridial coordinates in order to properly sample from the texture
 - Creates an efficient way to display toridial field line data
- Stream Dropper
 - Used to drop streams through a volume vector field using a sliding plane
 - Used mainly to easily pick out interesting streamlines for other projects

Website Designer 2004
Western Pioneer Sales Co.

- Did their website during my senior year of high school
- Still uses my (dated) design, at <http://www.westernpioneersales.com>

PERSONAL PROJECTS

CUDA Tetrahedral Renderer

- Renders Tetrahedra Volume Data using OpenGL/CUDA
- OpenGL renders the front triangles, color integration is done through CUDA

Software Raytracer

- Originally was written for a class, but I have been extending it on my own time
- Now had threaded ray-tracing
- I intend to port this to CUDA and also implement photon mapping

XNA Raycaster

- Written as a sort of hello world for learning XNA
- Works on the XBox 360 as well as the PC

Numerous UI addons for World of Warcraft in Lua

- As a former MMORPG player, I also wrote a lot of addons to make the experience more enjoyable
- However, due to time constraints these addons are no longer maintained
- Some names of the Addons I worked on
 - Sorren's Timers
 - Cooldown Timer Bars
 - Sorren's EZ-Rotations

LANGUAGES

- English (native)
- Semi-Fluent Mandarin Chinese