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Nathan J. Zeichner

Education

University of Pennsylvania, Philadelphia, PA

Bachelors of Science in Engineering in May 2011. Major in Digital Media Design and University Scholars Research Program

Candidate for Masters of Science in Engineering in May 2012. Major in Computer Graphics and Game Technology

LaGuardia Arts High School, New York, NY

Graduated in June 2007 with high honors, a visual arts degree and an advanced Regents diploma.

Top awards in Math, Science, Journalism, Art History and Art. Ranked in top 1% of class of 556.

Work Experience

July - December, 2011: Global Tech Technical Director Intern at Pixar Animation Studios, Emeryville, CA

Worked in the Crowds Department on scripts, tools, and designing crowds for shots in the upcoming movie Brave.

<http://www.pixar.com/>

Reference: Paul Kanyuk, Crowds Technical Director Lead

June - August, 2010: Designer and Developer for a Social Game at Tembo Studios, Philadelphia, PA

Worked as a designer and programmer of a positive impact game in Flash.

<http://www.tembostudios.com>

Reference: Alfred Hassen, CEO, Tembo Studios

June, 2009 - July, 2010: Computer Science Research in Programmable Matter, Philadelphia, PA

Developed an Origami editor and simulator in C++, OpenGL and nVidia's PhysX to facilitate the creation and design of robots that can fold themselves.

<http://groups.csail.mit.edu/drl/ProgrammableMatter/>

Reference: Dr. Vijay Kumar, Dept. of Engineering and Applied Science at the University of Pennsylvania

2004 – Present: Fleet Operations, Game Modification for Star Trek Armada II

Designed and created many models and textures for the Star Trek Armada II modification called Fleet Operations.

www.fleetops.net

Skills

Programming Experience: C++ with OpenGL and PhysX, CUDA 2.2, Java, Flash, Python, HTML, and PHP.

3D Modeling: Autodesk Maya, 3D Studio Max,

Texturing and Design: Adobe Photoshop, Illustrator, Dreamweaver, Indesign, After Effects, Flash, and Bridge.

Publications

A Tool Chain for the Design and Simulation of Programmable Matter

ASME 2010 International Design Engineering Technical Conferences & Computers and Information in Engineering Conference

Steven R. Gray, Jungwon Seo, Paul J. White, Nathan J. Zeichner, Mark Yim, Vijay Kumar

A Simulator for Origami-Inspired Self-Reconfigurable Robots

5th International Conference on Origami, Math, Science and Education, 2010

Steven R. Gray, Nathan J. Zeichner, Mark Yim, Vijay Kumar