

Simon Breslav

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Dynamic Graphics Project
Department of Computer Science
University of Toronto
Toronto, ON Canada M5S 2E4

RESEARCH INTERESTS

Creating new **expressive rendering techniques**, **artistic interfaces**, and **abstraction techniques** (visual/motion/narrative) that make it easier for people to communicate **quickly, clearly**, and **compellingly** through images and animations.

EDUCATION

University of Toronto

First Year Graduate Student, Department of Computer Science
Advisor: **Aaron Hertzmann**

Toronto, Canada
September 2008-Present

University of Michigan

Bachelor of Science in Computer Science

Ann Arbor, MI
September 2002-May 2006

PUBLICATIONS

Dynamic 2D Patterns for Shading 3D Scenes.

Simon Breslav, Karol Szerzen, Lee Markosian, Pascal Barla, Joëlle Thollot.

ACM Transaction on Graphics (Proceedings of **SIGGRAPH 2007**), Volume 26, Number 3 - 2007.

<http://graphics.eecs.umich.edu/proj/d2d-2007>

Stroke Pattern Analysis and Synthesis.

Pascal Barla, **Simon Breslav**, Joëlle Thollot, François Sillion, Lee Markosian.

Computer Graphics Forum (Proceedings of **Eurographics 2006**), Volume 25, 2006.

<http://artis.imag.fr/Publications/2006/BBMT06>

Interactive Hatching and Stippling by Example.

Pascal Barla, **Simon Breslav**, Joëlle Thollot, Lee Markosian.

Technical Report , INRIA - 2006.

<http://artis.imag.fr/Publications/2006/BBMT06>

WORK EXPERIENCE

Software Engineer

Thomson Reuters

July 2006 - June 2008

Eagan, MN

- Worked in Application Technology Group and later in New Product Technology Group
- Worked on numerous projects improving Westlaw.com (Online legal research engine for lawyers and legal professionals)
- Worked on front-end web development and web services with C#, Javascript/AJAX, XHTML, CSS, XSL

Assistant in Research

University of Michigan College of Engineering

February 2004 - June 2006

Ann Arbor, MI

- Supervised by **Dr. Lee Markosian**
- Worked on a various 3D graphics related projects in the areas of non-photorealistic rendering and pattern synthesis.
- C/C++, OpenGL, GLSL

Intern

Auryn Animation Studio

May 2005 - August 2005

Los Angeles, CA

- Worked on proprietary software used in production
- Developed Plug-ins for Maya 3d Animation Package
- C/C++, OpenGL, MEL

Desktop Support Technician

U of M Housing Information Technology Office

August 2003 - April 2004

Ann Arbor, MI

- Provided IT support for university housing administrative staff.

Web Developer

NoCheck, LLC

October 2000 - August 2001

Farmington Hills, MI

- Worked on a web application for improving Automated Clearing House transactions.

SKILLS

C/C++	Advanced	ActionScript 3	Intermediate
OpenGL/GLSL	Advanced	Javascript/AJAX	Advanced
Java	Intermediate	C#	Advanced
Python	Beginner	XHTML, CSS, XSL	Advanced
Matlab	Intermediate		