

Simon Breslav

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

OBJECTIVE

To obtain an internship or a full time position in an animation studio in order to apply and improve my technical expertise and, ideally, artistic skills.

EDUCATION

University of Toronto

M.Sc. in Computer Science (Computer Graphics concentration)

Advisor: **Aaron Hertzmann**

Thesis work: A new rendering technique for creating animations of 3D scenes in a range of non-photorealistic styles designed to produce temporally coherent animations that resemble hand-made drawings, prints, and paintings.

Toronto, Canada
September 2008 - April 2010 (expected)

University of Michigan

B. Sc. in Computer Science

Undergraduate Research: Under supervision of **Lee Markosian** led a project in non-photorealistic rendering which resulted in SIGGRAPH 2007 publication.

Ann Arbor, MI
September 2002 - May 2006

PUBLICATIONS

- **Towards the Photonic Nose: A Novel Platform for Molecule and Bacteria Identification.** Advanced Materials 2009
Leonardo D. Bonifacio, Daniel P. Puzzo, **Simon Breslav**, Barbara M. Willey, Allison McGeer, Geoffrey A. Ozin.
- **Dynamic 2D Patterns for Shading 3D Scenes.** SIGGRAPH 2007
Simon Breslav, Karol Szerzen, Lee Markosian, Pascal Barla, Joëlle Thollot.
- **Stroke Pattern Analysis and Synthesis.** Eurographics 2006
Pascal Barla, **Simon Breslav**, Joëlle Thollot, François Sillion, Lee Markosian.
- **Interactive Hatching and Stippling by Example.** Technical Report, INRIA - 2006
Pascal Barla, **Simon Breslav**, Joëlle Thollot, Lee Markosian.

RELEVANT EXPERIENCE

Research Intern

Adobe Creative Technology Lab

Summer 2009

Seattle, WA

- Worked on Image-Based Hair Design project
- Mentor: Holger Winnemöller

Software Engineer, New Product Technology Group

April 2008 - June 2008

Software Engineer, Application Technology Group

July 2006 - April 2008

Thomson Reuters (Formerly Thomson West)

Eagan, MN

- 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

- Worked on various 3D graphics related projects in the areas of non-photorealistic rendering and pattern synthesis
- C/C++, OpenGL, GLSL

Intern

Auryn Animation Studio

Summer 2005

Los Angeles, CA

- Worked on proprietary software used in production
- Developed simple scripts and plug-ins for Maya
- C/C++, OpenGL, MEL

VOLUNTEER EXPERIENCE

Weekly Mentorship Program Volunteer

Free Arts Minnesota

September 2007-May 2008

Minneapolis, MN

- Provided two hours per week of creative art activities to a group of children ages 8-13 in *St. Joseph's Home for Children*

SKILLS

- Experienced in **C/C++**, **C#**, **MATLAB**, **Javascript**
- Familiar with **Python**, **ActionScript 3**, **Java**, **OpenGL/GLSL**, **SQL**, **XHTML**, **CSS**, **XSL**, **Maya API/MEL**
- Development experience on **Mac OS X**, **Windows**, and **Linux**
- Experience producing **Story Illustrations** and **Comics**