

Christopher Gabriel Gonterman

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Goals

My professional goals include becoming a professional developer and a researcher. I plan to choose a career that allows me to enjoy and explore computer science, mathematics, and physics.

Publications

- D. Nowrouzezahrai and C. Gonterman, [Solving Radiance Transport as a Differential Equation](#), University of Toronto Technical Report CSRG-588
- Dan B Goldman, Chris Gonterman, Brian Curless, David Salesin, Steven M. Seitz. [Video Annotation, Navigation, and Composition](#). In *UIST '08, Proc. ACM symposium on User Interface Software and Technology*, pp. 3–12, October 2008.
(<http://www.dgp.toronto.edu/~gontech/noback/papers/ivoa.uist08.pdf>)

Experience

- **Software Engineering Intern, June 2008 – August 2008, Google ,Inc.**
Worked as part of the Google Desktop team to reengineer the Quick Search Box. Added functionality to connect to online Google services (e.g. Gmail contacts) and improve user experience by caching previous results.
- **Programmer Intern, January 2008 – February 2008, Torpex Games**
Worked on Schizoid, the first Xbox Live Arcade game developed in XNA. Appeared in the credits.
- **Research Assistant, September 2007 – June 2008, University of Washington**
Assisted a graduate student in his work, to be presented at UIST 2008. We explored techniques to analyze motion in video, allowing a user to annotate video at interactive speeds. (See paper)
- **Software Design Engineer Intern, June 2007 – September 2007, Expedia, Inc.**
Integrated a unit testing framework (CPPUnit) to the build system. Wrote a script to examine a database for expiring entries and send emails to appropriate managers to request updates. Created an AJAX enabled page to view the history of these updates and edit entries.
- **Teaching Assistant, September 2006 – June 2007, University of Washington**
TA for Intro to Computer Graphics. Managed the raytracer project. Graded written homework assignments and coding projects. Conducted help sessions to aid students with projects.
- **Software Design Engineer Intern, June 2005 – September 2005, Teranode Corporation**
Created technology demonstrations utilizing Java Server Faces, AJAX, Spring Framework, CSS, and Web Services. Worked in a team to export database functionality to web services.
- **Software Design Engineer Intern, June 2004 – September 2004, Expedia, Inc.**
Developed a financial record reconciliation tool with C# to automate report creation.

Programming Experience

Language	Experience (years)	Description
C++	7	OO design, Graphics applications, Games, Web scripts, etc.
Java	5	OO design, Swing, 3D Engine, Games, Coursework, etc.
C	7	Intro programming, TI calculator games, Coursework, etc.
C#	1.5	Expedia, Game AI for Othello and Stratego, XNA games
Visual Basic	1	Introductory programming
Python	0.5	Research, Google

Exposure to SML, Scheme, Smalltalk, MIPS ASM, 68k ASM, x86 ASM, and Perl through coursework and hobbies.

Education

- **University of Toronto, 2008–Present**, MSc in Computer Science, focusing in graphics. Masters student in the Dynamic Graphics Project (DGP). Supervised by Eugene Fiume. Expected graduation: Winter 2010.
- **University of Washington, 2003–2008**, BS in Computer Science. GPA Overall 3.69, in-major 3.77. Early entrance through [UW Academy](http://depts.washington.edu/cscy/programs/academy/), with direct admission into Computer Science. Minors in Mathematics and Physics. Dean's List status for 13 out of 15 quarters. One year of German. (<http://depts.washington.edu/cscy/programs/academy/>)

Computer Science

- Complexity Theory
- Graphics
- Vision
- Artificial Intelligence
- Operating Systems
- Compilers
- Data Structures
- Algorithms
- Computational Biology
- Embedded Systems
- Networks
- Computer Architecture
- Distributed Computing

Mathematics

- Multivariable Calculus
- Differential Equations
- Real Analysis
- Probability and Statistics
- Linear Algebra
- Abstract Algebra

Physics

- Classical Mechanics
- Electromagnetism
- Thermal Physics
- Special Relativity
- Quantum Mechanics
- Mathematical Physics (e.g. Fourier analysis)

Links

- [Résumé](http://www.dgp.toronto.edu/~gontech/resume/Chris_Gonterman_Resume.docx) Online copy of this résumé. (http://www.dgp.toronto.edu/~gontech/resume/Chris_Gonterman_Resume.docx)
- [Homepage](http://www.dgp.toronto.edu/~gontech) My personal webpage, containing sample projects with detailed descriptions, as well as abstracts and materials for publications. (<http://www.dgp.toronto.edu/~gontech>)
- [UW CSE 457](http://www.cs.washington.edu/education/courses/cse457/06au/) Course homepage for Intro to Graphics for a quarter that I was a TA. (<http://www.cs.washington.edu/education/courses/cse457/06au/>)