

# Simon Breslav

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## □ EDUCATION

### University of Toronto

*M.Sc. in Computer Science (computer graphics concentration)*

Advisor: **Dr. Aaron Hertzmann**

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

Toronto, Canada  
September 2008 - May 2010 (expected)

### University of Michigan

*B. Sc. in Computer Science*

Undergraduate Research: Under **Dr. Lee Markosian's** supervision, led a group project in artistic rendering resulting in a 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 (reporting to Dr. David Salesin)*

June 2009-August 2009  
Seattle, WA

- Under the mentorship of Dr. Holger Winnemöller, independently researched and implemented an image-based hair analysis, design, and manipulation framework using **C++** and **MATLAB**.

**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 several high-impact projects improving Westlaw.com, a search engine for legal content used by over 100,000 legal professionals.
- Developed and supported publicly visible interfaces as well as backend web services using **C#, Javascript/AJAX, XHTML, CSS, XSL**.
- Implemented projects both individually and as part of teams using traditional waterfall and agile (Scrum) development process.

### Assistant in Research

*University of Michigan College of Engineering*

February 2004 - June 2006  
Ann Arbor, MI

- Led and collaborated on various 3D graphics related projects in the areas of non-photorealistic rendering and pattern synthesis.
- Extended and maintained *jot-lib*, an open source collection of **C++/OpenGL** libraries and **GLSL** shaders used for 3D graphics research.

### Intern Developer

*Auryn Animation Studio*

May 2005 - August 2005  
Los Angeles, CA

- Independently extended proprietary software used in production using **C++** and **OpenGL**.
- Developed Maya **MEL** Scripts and **C++** plug-ins used by animators in production of short animated films.

### Illustrator

*Right Brain Books, LLC*

June 2004 - August 2004  
Farmington Hills, MI

- Independently produced ten fairytale illustrations for a book *The Search For Unrational Leadership* by Charles Fleetham.

## □ TECHNICAL & ARTISTIC SKILLS

- Working in teams and independently in academic and industrial settings.
- Experienced in **C/C++** (5+ years), **C#** (2 years), **MATLAB** (2 years), **Javascript** (2 years).
- Familiar with **Python, ActionScript 3, Java, OpenGL/GLSL, SQL, XHTML, CSS, XSL, Maya API/MEL**.
- Development experience on **Mac OS X, Windows, and Linux** platforms using **nVidia** and **ATI** video cards.
- Experience producing **Story Illustrations** and **Comics**.

## □ VOLUNTEER EXPERIENCE

### Weekly Mentorship Program Volunteer

*Free Arts Minnesota, St. Joseph's Home for Children*

September 2007-May 2008  
Minneapolis, MN

- With a small team of volunteers, provided two hours per week of creative art activities to a group of at-risk children ages 8-13.