



## LANGUAGES & TECHNOLOGIES

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- **C; C++; Python**; Bash scripting; Development on Mac OS X and Linux; Version control with **git** and **SVN**.
- High Performance Computing (**SSE Intrinsics**); Multithreading (**intel *tbb***);
- Graphics programming: **OpenGL**; **GLSL** Shading; Volumetric Data Sets and Rendering (***OpenVDB***);
- Plug-in and digital assets development for **Houdini (Houdini HDK)** and **Maya (Maya API)**;
- Experience with the ***boost*** libraries; **OpenImageIO**;