Keavon Chambers   keavon.com
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K KEAVON

Creative, interdisciplinary graphics programmer, technical artist, frontend developer, and UI/UX designer

WORK EXPERIENCE

Stairwell, Inc.   (Remote) Santa Clara, California
Software Engineer – Frontend   *Oct 2020 – July 2021*
- Developed web app features with React and TypeScript for a cybersecurity product at a fast-paced startup

Cal Poly CubeSat Laboratory   San Luis Obispo, California
Student Researcher – Software Team   *Nov 2016 – Aug 2020*
Intern – Web Developer, UI/UX Designer   *July – Sept 2019*
- Led design and development for a suite of public-facing and internal satellite telemetry and control web apps
- Ran AV team each year as technical producer for a 3-day, 600-person conference under intense time pressure

Millennium Space Systems, A Boeing Company   El Segundo, California
Intern – Web Developer, UI/UX Designer   *June – Sept 2018*
- Refactored a satellite telemetry and control web app written with React and modernized its codebase to ES6
- Redesigned major UI areas for improved UX, integrating user interview feedback and wireframe iterations

NASA Jet Propulsion Laboratory   Pasadena, California
Intern – 3D Graphics Programmer   *June – Sept 2017*
- Wrote new subsystems for a Mars terrain photogrammetry system using Curiosity rover and satellite imagery
- Implemented state-of-the-art mesh processing algorithms in C# from computer graphics research papers

Zero Point Software   Copenhagen, Denmark
Intern – Technical Artist   *June – July 2014 & 2015*
- Authored shaders, scripts, and art including 25+ environment props for the sci-fi PC game *Interstellar Marines*

EDUCATION

California Polytechnic State University   San Luis Obispo, California
M.S. in Computer Science, focus in computer graphics (4.0 GPA)   *Jan 2021 – June 2022*
B.S. in Computer Science, Interactive Entertainment concentration (3.1 GPA)   *Sept 2016 – Aug 2020*
Minor in Computing for Interactive Arts (3.5 GPA)   *Feb 2019 – Aug 2020*

PROJECTS

***Graphite:* Open Source 2D Graphics Editor**   www.graphite.design
Creator, Product Designer, Product Manager   *Jan 2020 – Present*
- Leading a 12+ person development team; prioritizing and delegating tasks; core product design and UI/UX

***Materialism:* Node–Based Texture Generator**   github.com/keavon/materialism
UI/UX Designer, Developer   *March 2019*
- Prototyped a procedural 2D material authoring tool inspired by Substance Designer using JS and bare WebGL

***Picasso:* 3D Game Engine + Marble Physics Game**   github.com/keavon/picasso
Graphics Programmer, Gameplay Designer   *April – June 2015*
- Built a game engine from scratch in Java with custom CPU-based 3D polygon renderer and 3D physics engine

***Curve:* 3D Game Engine + Remake of Marble Physics Game**   github.com/keavon/curve
Graphics Programmer, Shader Artist   *April – June 2019*
- Made a new 3D game engine in C++ with OpenGL (focused on writing level editor systems and PBR shaders)

Skills: Rust, JavaScript, TypeScript, CSS, React, Vue, C#, C++, Java, Git, Blender, Unity, Photoshop, Illustrator
Interests: Computer graphics, visualization, human–centered design, VR, photography, swing dancing, unicycling