

**Keavon Chambers**     [keavon.com](http://keavon.com)  
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*Interdisciplinary graphics engineer, web developer, and product designer with a focus on UI/interaction design*

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## UNIVERSITY

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### **California Polytechnic State University, 3.9 GPA**

*M.S. in Computer Science*

*B.S. in Computer Science, Interactive Entertainment concentration*

*Minor in Computing for Interactive Arts*

San Luis Obispo, California

*Jan 2021 – June 2022*

*Sept 2016 – Aug 2020*

*Feb 2019 – Aug 2020*

### **Cal Poly CubeSat Laboratory**

*Student Researcher – Software Team*

- Led design and development of satellite and groundstation antenna telemetry, tracking, and control systems
- Produced and technical directed the audio-visual components of a yearly 500-attendee multi-day conference

San Luis Obispo, California

*Nov 2016 – June 2022*

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## WORK EXPERIENCE

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### **Graphite Labs, LLC.**

*Founder – Product Engineer/Designer/Manager*

- Managing an open source project and team building an ambitious 2D graphics editor in Rust and TypeScript
- Creating a comprehensive product vision, a detailed UI and design system, and implementing it all in Svelte + CSS

[graphite.rs](http://graphite.rs)

*Aug 2021 – Present*

### **Stairwell, Inc.**

*Software Engineer – Frontend*

- Developed web app features with React and TypeScript for a cybersecurity product at a fast-paced startup

(Remote) Santa Clara, California

*Oct 2020 – July 2021*

### **Millennium Space Systems, A Boeing Company**

*Intern – Web Developer, UI/UX Designer*

- Overhauled React codebase and UX design process for a satellite telemetry, tracking, and control web app

El Segundo, California

*June – Sept 2018*

### **NASA Jet Propulsion Laboratory**

*Intern – 3D Graphics Programmer*

- Wrote new subsystems for a Mars terrain photogrammetry pipeline incorporating rover and satellite imagery
- Implemented state-of-the-art mesh processing algorithms in C# from computer graphics research papers

Pasadena, California

*June – Sept 2017*

### **Zero Point Software**

*Intern – Technical Artist*

- Authored shaders, scripts, and art including 25+ environment props for the sci-fi PC game *Interstellar Marines*

Copenhagen, Denmark

*June – July 2014 & 2015*

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## PROJECTS

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### **Brush Nodes: Masters Thesis Research**

*Researcher*

- Prototyped a WebGL-based procedural generation tool for authoring paintbrush styles used in digital painting

[github.com/keavon/brush-nodes](https://github.com/keavon/brush-nodes)

*April – June 2022*

### **Curve: 3D Game Engine + Marble Physics Game 2**

*Graphics Engineer*

- Made a new 3D game engine in C++ with OpenGL (focused on writing level editor systems and PBR shaders)

[github.com/keavon/curve](https://github.com/keavon/curve)

*April – June 2019*

### **Picasso: 3D Game Engine + Marble Physics Game 1**

*Graphics Engineer*

- Built a game engine from scratch in Java with custom CPU-based 3D polygon renderer and 3D physics engine

[github.com/keavon/picasso](https://github.com/keavon/picasso)

*April – June 2015*

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**Expertise:** Rust, TypeScript, HTML/CSS, OpenGL, Git, Blender, Unity, Photoshop, Illustrator, Premiere Pro

**Interests:** Graphic design, UX, 3D modeling, tech art, CGI, VR, 3D printing, photography, dance, unicycling