

Keavon Chambers

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Developer, designer, and spaceflight enthusiast dedicated to realizing a future among the stars

Disciplines Web design, 3D graphics programming, game development
Software Photoshop, Illustrator, Blender, Unity, Git, Unix
Languages HTML, CSS, JavaScript, Java, C#, C

EDUCATION

California Polytechnic State University San Luis Obispo, California
2016 – 2020 | Bachelor of Science in Computer Science, 3.0 GPA

- Member of the software team at PolySat, the university's CubeSat lab
- Cal Poly Astronomical Society club secretary and rocket launch trip organizer

EXPERIENCE

NASA Jet Propulsion Laboratory Pasadena, California
June – September 2017 | Intern graphics programmer

- Wrote new subsystems for a Mars terrain photogrammetry system based on rover imagery
- Implemented sophisticated mesh processing algorithms described in research papers
- Eliminated external dependencies and shortened pipeline computation time by 10+ minutes

Zero Point Software Copenhagen, Denmark
June – July 2014 & 2015 | Intern art pipeline developer

- Contributed art and code to the video game *Interstellar Marines*
- Modeled and textured several dozen 3D assets using Blender and Photoshop
- Updated and modernized the Unity art pipeline for models, textures, and materials

Evolution Now Publishing Company Santa Cruz, California
2011 – 2017 | Freelance designer and consultant

- Illustrated and designed the front and back covers for four books
- Served as webmaster and newsletter email campaign manager
- Developed a Node.js tool to send purchase confirmations and follow-up emails

PROJECTS

NFC Dorm Door Unlocker San Luis Obispo, California
October 2016 | Inventor

- 3D printed a motor mount system and soldered electronics to rotate my door's interior lock
- Coded the Arduino's unlock/relock behavior to talk with the motor and NFC card reader

Picasso Game Engine github.com/keavon/picasso
April – June 2015 | Lead designer

- Designed and implemented game engine behavior, 3D rendering, and rigid body physics
- Built a demo game where players control a marble and roll it through obstacle courses