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# JORDAN CAZAMIAS

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## EDUCATION

**Stanford University**, Palo Alto, California May 2017  
Masters of Science in Computer Science  
Specializing in Artificial Intelligence and Human-Computer Interaction

**Texas A&M University**, College Station, Texas May 2015  
Bachelor of Science in Computer Science & Applied Mathematics, with Honors  
GPA: 3.95 Department, 3.84 Cumulative

## WORK EXPERIENCE

**Magic Leap**, Mountain View, CA Jun 2016 - Current  
*Computer Vision: Data & Performance Team*

- Working on projects to quantify performance of AR device
- Interned over summer, now continuing part-time

**LIVE Lab, Texas A&M University**, College Station, TX May - Aug 2015  
*Technical Designer*

- One of initial designers of *Variant*, an educational video game designed to teach Calculus
- Leveraged math knowledge to design four calculus-centric mechanics and dozens of puzzles
- Prototyped mechanics using C# on the Unity game engine
- Contributed to interdisciplinary discussions on math, mechanics, levels, story, art direction, etc.

**Rackspace Inc.**, Austin, TX May - Aug 2014  
*Software Engineering Intern- Cloud DNS Team*

- Implemented features for Designate, a DNS service on the OpenStack cloud computing platform
- Automated the performance testing system; discovered new limits to Designate's performance
- Gained experience collaborating on an open source software project with a multi-location team

## EXTRACURRICULARS

**Co-President, Rabbit Hole VR Club** Fall 2016 - Current  

- Overseeing club expansion and managing leadership team
- Organizing projects team to support student-led projects among Stanford VR community

**Designer & Developer - Physics Video Game** Spring 2016 - Current  

- Developing minigames to spread enthusiasm about science, especially high-level physics
- Planned topics: Time Dilation, Meteor Travel, Particle-Antiparticle Interaction

**Demo Lead, Rabbit Hole VR Club** Fall 2015 - Spring 2016  

- Hosted weekly VR demos for Stanford community, using Oculus DK2 and HTC Vive

## RESEARCH EXPERIENCE

**Exploring Shape Grammar Optimization as a Tool for Automated Design** May 2013 - May 2014  
Faculty Advisor: Dr. Dylan Shell, Distributed AI Robotics Lab

- Created open-source software to optimize performance of stochastic context-free grammars
- Published article in undergraduate research journal, presented to public, and wrote undergraduate thesis
- Applications in procedural generation, computational creativity, etc.

## SKILLS

**Primary Languages:** C++, C#, Python

**Other Languages:** Java, MATLAB, LaTeX, LabVIEW, HTML, CSS, JavaScript, SQL, Haskell

**Frameworks, Libraries:** Cinder, OpenFrameworks, SunriseOS, CUDA, Torch, DL4J, OpenGL, Android

**Software Tools:** Unity, Unreal, Git, Plastic SCM, Vim, Ubuntu, Visual Studio, Photoshop, Illustrator, 3ds Max