

Edward Luong

CONTACT INFORMATION

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EDUCATION

Stanford University, Palo Alto, California

M.S. Computer Science, Expected 2010

B.S. Computer Science Honors with Distinction, Mathematics Minor, 2009, GPA 3.93

Honors Thesis: *Data-parallel Rasterization of Micropolygons*, Advisor: Pat Hanrahan

WORK EXPERIENCE

Pixar Animation Studios, Emeryville, California

June 2009 – September 2009

Technical Director Intern

- Optimized code used to generate shadows in forest scenes which led to a 20× speedup and greatly improved the artists' ability to manipulate highly-detailed shadows.
- Created tool for transferring attributes between different meshes. This tool allowed artists to quickly iterate on designs and to modify meshes more freely.
- Developed framework for exploring the "look-and-feel" of motion blur in a film.

Stanford University, Palo Alto, California

September 2006 – December 2009

CS 148 (Introduction to Computer Graphics) Course Assistant

[1 quarter]

- Responsible for preparing and grading assignments and explaining course concepts to students.

CS 106 (Programming Methodology and Abstraction) Section Leader

[11 quarters]

- Responsible for teaching weekly sections for introductory CS courses, and working in computer lab where I helped identify, debug, and explain problems in students' code.
- Assisted teaching staff in training new section leaders.
- Created web application that provides sample questions to students and allows them to write up, compile, and test solutions from the browser.

Apture, San Mateo, California

June 2008 – September 2008

Software Engineer Intern

- Designed and implemented new editor that integrates Apture's services with popular blogging platforms. Wrote browser extensions for Firefox and IE, designed UI, implemented frontend (Javascript) and backend (Django/Python).
- Implemented video offset feature that allowed users to link to specific clips of online videos.

Sharpcast, Palo Alto, California

June 2007 – August 2007

Software Engineer Intern

- Implemented a new storage system to tackle scalability problems for new service.
- Created a functionality and performance test suite for storage system.

HONORS AND AWARDS

Siebel Scholar

Class of 2010

Awarded annually for academic excellence and demonstrated leadership to 80 top students from the world's leading graduate schools.

CS 348B Rendering Competition

June 2008

My partner and I won with our rendering of the Eagle Nebula. We simulated effects from multiple scattering and emission of a gaseous volume. My contributions included implementing volumetric photon mapping, modelling the properties of the gases, and reducing our render times.

Tau Beta Pi

June 2008

CS 248 Video Game Competition

December 2007

My group won the CS 248 Video Game Competition with our game, Balloo. My main contributions were designing the overall structure of the game and implementing the physics and collision engines.

PROGRAMMING LANGUAGES

General: C/C++, Java, Python, Perl

Web-related: Javascript, PHP, SQL, HTML, CSS