

JARED COUNTS

PORTFOLIO

JaredCounts.com

Showcases professional and experimental hobby work, including highlights from research and class projects.

SKILLS

Platforms

C++, Python, Julia, Java, Git, Qt, Eigen, JavaScript, OpenFrameworks, Bullet, OpenGL, Processing, Typescript, Three.js, Kinect, HTML5, CSS, PHP, Visual Basic, Arduino

Concepts

Software construction, computer graphics, visual effects, algorithms, real time simulation, numerical methods and analysis, user interfaces, interaction design, machine learning, big data, finite element analysis, animation, rigging, movie production

CONTACT

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EDUCATION

Massachusetts Institute of Technology

Master of Engineering in Computer Science, 2017 – 2018

Bachelor of Science in Computer Science, 2013 – 2017

EXPERIENCE

Pixar

Animation Tools Software Engineer, 2019 – Present

- Design and engineer new workflows for animation.

Simulation Technical Director, 2018 – 2019

- Rigged assets for production using in-house software.
- Produced aesthetic animation from simulations for shots.
- Maintained key elements of shotwork pipeline for department.

Simulation Technical Director Intern, 7 months, 2016 – 2018

- Production work and pipeline development.

MIT Media Lab, Tangible Media Group

Graduate Research Assistant, 12 months, 2017 – 2018

- Thesis titled, "Knitting with Directed Graphs."
- Designed an algorithm for prediction of resting shape of knitted designs.
- Constructed software that can translate between hand knitting instructions and knitting machine code.

Undergraduate Research Assistant, 12 months, 2014 – 2015

- Led software development for tangible shape displays, TRANSFORM and inFORM, exhibited at international museums.
- Co-authored two papers accepted into ACM CHI.

MIT CSAIL, Computational Fabrication Group

Undergraduate Researcher/Innovation Scholar, 8 months, 2016 – 2017

- Experimented with algorithms for shape self-assembly using C++, Bullet, and Eigen.

Formlabs

Software Intern, 4 months, 2015 – 2016

- Designed and implemented physics simulations improving support structures for 3D printing using C++ and Qt.

Intel, PC Client Group

Software Intern, 3 months, 2014

- Collaborated with Intel Labs to develop indoor location sensing algorithms using machine learning and mobile phone sensors.