

# JOHN DRAKE

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Digital Media Design Student  
University of Pennsylvania  
Class of 2010

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## Work Experience:

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- **UPenn Engineering – Course Grader**
  - o January 2009 – May 2009
  - o Grading CIS 277 class (Introduction to Graphics Programming) projects
- **UPenn Engineering & U.S. Air Force - Research Project Programmer (PHP, JavaScript, AJAX)**
  - o May 2008 – Present
  - o Designed and implemented the PHP, HTML, and JavaScript parts of a web-based training system
- **UPenn - Information Technology Associate**
  - o August 2006 – Present
  - o Set up and fixed student computers to meet university safety and performance standards
  - o Managed dormitory computer lab
- **UPenn campus organizations - Webmaster**
  - o January 2007 – Present
  - o Designed, coded, and maintained several informational websites for student organizations at UPenn
- **UPenn Wharton School - Research Project Programmer (C#)**
  - o July 2008 – September 2008
  - o Coded C# applications which parse Google Patents pages for gathering business merger research data
- **Textron GLF - Design/Presentation Consultant**
  - o March 2008
  - o Designed and implemented a virtual collaboration environment in Second Life ([www.secondlife.com](http://www.secondlife.com)), and produced a video about it which was shown to the top executives of Textron ([www.textron.com](http://www.textron.com))
- **FedEx Home Delivery - Package Handler**
  - o July - August 2007
- **Linn Architects - Intern & Draftsman**
  - o August - November 2005
  - o Drafting (2d and 3d) in Autodesk's AutoCAD and performed office assistant tasks
- **WSSD Summer School - Teaching Assistant**
  - o June - July 2005
  - o Taught middle school students to create videogames with a game-creation system and with DarkBASIC

## Academic Experience:

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- **Computer Graphics Programming – 3 Credit Units (CU)**
  - o C++ with OpenGL, GLUT, and FLTK
  - o Physically based animation (particle systems, cloth, deformable surfaces, etc.)
- **Java Programming I and II, Algorithms – 3 CU**
  - o Data structures, algorithms, design strategies, etc.
- **Math – 4 CU**
  - o Number theory, proofs, Calculus I & II, linear algebra, applications in physics
- **Fine Arts & Design – 3 CU**
  - o Drawing, sculpture, 3d modeling, 2d & 3d animation
  - o Autodesk Maya, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Adobe Flash
- **CG at Penn – 1 CU (Independent Study)**
  - o Second Life environment design, interactive programming, research on what makes a good virtual assistant.
  - o UPenn SIGGRAPH member (both the 3d animation and games divisions)

## Other Experience:

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- **Linux, Servers, etc.**
  - o 3 years of experience with Linux distributions for desktop and server platforms including Ubuntu and SUSE
  - o Apache/MySQL/PHP server install & maintenance (both Linux and Windows)
  - o Some shell scripting for Linux (bash) and Windows