

Interests	Computer graphics, software engineering, and computer science education	
Education	University of Pennsylvania	12/2008
	M.S.E. in Computer and Information Science, GPA 3.97	
	Pennsylvania State University	12/2003
	B.S. in Computer Science, GPA 3.72	
	Minor in Engineering Leadership Development, In-Minor GPA 4.0	
Teaching	University of Pennsylvania	Philadelphia, PA
	Part-Time Lecturer	01/2011 - Present
	CIS 565: GPU Programming and Architecture (Spring 2011)	
	Instructor Rating: 3.73, Course Rating: 3.36	
Books and Book Chapters	OpenGL Insights	A K Peters, Ltd.
	Patrick Cozzi and Christophe Riccio, Editors	Expected Summer 2012
	3D Engine Design for Virtual Globes	A K Peters, Ltd.
	Patrick Cozzi and Kevin Ring	07/2011
	Delaying OpenGL Calls in Game Engine Gems 2	A K Peters, Ltd.
	Patrick Cozzi, Series Editor: Eric Lengyel	02/2011
	A Framework for GLSL Engine Uniforms in Game Engine Gems 2	A K Peters, Ltd.
	Patrick Cozzi, Series Editor: Eric Lengyel	02/2011
Selected Publications	A Screen-Space Approach to Rendering Polylines on Terrain	SIGGRAPH Poster Session
	Deron Ohlarik and Patrick Cozzi	08/2011
	GPU Ray Casting of Virtual Globes	SIGGRAPH Poster Session
	Patrick Cozzi and Frank Stoner	07/2010
	Visibility Driven Out-of-Core HLOD Rendering	Masters Thesis
	Patrick Cozzi, Thesis Advisor: Dr. Norman Badler	12/2008
Selected Talks	Under the Hood of Virtual Globes	05/2011
	COM.Geo	
	Introduction to Massive Model Rendering	03/2009
	Villanova University Computer Science Colloquium	
Work Experience	Analytical Graphics, Inc.	Exton, PA
	Senior Software Developer	03/2010 - Present
	Analytical Graphics, Inc.	Exton, PA
	Software Developer	01/2004 - 03/2010
	IBM Corporation	Almaden Research Lab, San Jose, CA
	Extreme Blue Software Engineer Intern	06/2003 08/2003
	IBM Corporation	Endicott, NY
	z/VM Operating System Development Intern	05/2002 12/2002
	Intel Corporation	Folsom, CA
	System Validation Engineer Co-op	05/2000 12/2000

Industry Service	COM.Geo Paper Session Chair	05/2011			
	Graphics Models Journal Reviewer	2010			
Patents	System and method for fast, secure removal of objects from disk storage US 7,216,207	05/2007			
Skills	C++ OpenGL Framework Design Visual Studio Linux	C# WebGL Unit Testing Eclipse Windows	JavaScript GLSL Technical Writing NUnit	HTML CUDA LaTeX Perforce	CSS SVN