

Davis Remppe

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Education

- September 2017–Present **Ph.D. in Computer Science**, *Stanford University*, Stanford, CA.
Fall quarter rotation project: improving cloth simulation via machine learning
- August 2012–December 2016 **B.S. in Computer Science and Mathematics**, *University of Nebraska-Lincoln*, Lincoln, NE,
with Highest Distinction.
GPA: 3.938/4.0. Minor: Physics. Took a number of classes in the film school including Digital Motion Graphics, Visual Effects, and Animation.

Experience

- August 2016–July 2017 **Research and Development Intern**, GC IMAGE *Lincoln, NE*.
 - Designed and implemented novel algorithm to robustly detect ion peaks in multi-dimensional gas chromatography data.
 - Worked on generalizing a 1D peak deconvolution algorithm to multi-dimensional data.
- May–July 2016 **Smart Spaces REU Intern**, LEHIGH UNIVERSITY *Bethlehem, PA*.
 - Developed Android library for creating augmented reality applications using Google Cardboard.
 - Implemented application for 3D bone model visualization based on marker tracking using said library.
 - Awarded "Outstanding Project" by faculty panel.
- June 2015–June 2016 **Undergraduate Researcher**, UNIVERSITY OF NEBRASKA *Lincoln, NE*.
 - Researched effectiveness of numerous alignment algorithms for chromatography image data.
 - Work resulted in two peer-reviewed journal publications.
- August 2014–August 2015 **Software Development Intern**, GC IMAGE *Lincoln, NE*.
 - Maintained, developed, and tested scientific software for visualizing and analyzing comprehensive two-dimensional gas and liquid chromatography data.
 - Implemented new features such as accurate scoring of template matching results.

Projects

- Fall 2016 **Independent Study in Computer Graphics**.
 - Implemented a 2D fluid simulation in C++ (w/ OpenGL) using the PIC/FLIP method on a MAC grid.
- Fall 2015 **Computer Graphics Class (CSCE 470) Final Project**.
 - Implemented a 3D gravitational N-body simulation in JavaScript using WebGL.
 - Allows users to parameterize and interactively view the simulation in real time.

Computer skills

- Proficient Java
- Familiar C/C++, Python, MATLAB, JavaScript
- Other Windows, Linux (Ubuntu), OpenGL, Git, Eclipse, Visual Studio, After Effects, Maya

Interests

Computer Graphics, Physically-Based Simulation/Animation, Computer Vision, Machine Learning.