

# Joshua T. Parnell

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531 Lasuen Mall  
P.O. Box 17517  
Stanford, CA 94309

Cell: 225-439-6544  
parnell@stanford.edu

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## Graphics Programmer

3D Graphics, Shader Programming, Procedural Content

### Profile

- > Expertise in procedural generation: terrains, textures, trees, vegetation, planets, music
- > Rapid prototyping of ideas; proficiency with agile development
- > Passion for building and improving 3D graphics/game engines
- > Excellent math skills, 3D and otherwise

### Professional Experience

#### Stanford University, Stanford, CA

January 2011 – Present

##### CS106 Section Leader

- > Taught a class section involving extra practice material for students
- > Helped students understand and debug Java code assignments
- > Evaluated student work for functionality and style

#### Albemarle Corporation, Baton Rouge, LA

June – August 2009

##### Summer Intern

- > Developed software for sales database management
- > Exported, parsed, and reformatted Lotus sales database for use in external applications
- > Created stand-alone search application for high-speed database querying (many times faster than previous Lotus method)
- > Developed novel cryptographic solution for sales database security
- > Created numerous spreadsheet resources via statistical analysis of sales database

### Education

- > **Stanford University**, Stanford, CA
  - o Computer Science, 2014, GPA 3.93
- > **Episcopal High School**, Baton Rouge, LA
  - o Diploma with Honors, Valedictorian, 2010

### Technical Skills

Languages	C/C++, C#, HLSL, Java, Lisp
Libraries	STL, DirectX API, Microsoft XNA Framework
Concepts	HDR, bloom, deferred rendering, marching cubes, motion blur, crepuscular rays, CLOD, noise functions, multithreading, SSE, implicit surface modeling
Tools	Visual Studio 2008, Visual Studio 2010, NetBeans, Intel Parallel Studio, NVIDIA PerfHud