# Jace Miller

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Education:     M.C.S. in Computer Science                                December 2008
Texas A&M University, College Station, TX

B.S. in Computer Science and Mathematics, Minor in Physics     December 2006
Abilene Christian University, Abilene, TX

Experience:    Larsen & Toubro – Technical Consultant to Halliburton      Oct 2013 – Present
• Productize multi-touch for common visualization environment DecisionSpace Base
• Manage communication and tasks with offshore team building mobile components
• Assist with development as a member of the graphics team

Presagis – Software Developer                                 Oct 2011 – May 2013
• Contributed to the Vega Prime visualization toolkit on the performance team
• Rewrote light points feature to run on the GPU using OpenGL shading language
• Assisted with development of 3D Clouds feature
• Assisted with development and testing of AMD graphics hardware support

Raytheon – Software Engineer Level II                         Jan 2009 – Sept 2011
• Held a Top Secret Sensitive Compartmented Information security clearance
• Designed, developed, and tested software in the algorithms group
• Built tools for orchestrating execution of image-based algorithms on large data sets

Texas A&M Visualization Department - Research Assistant       Jan 2008 – Dec 2008
• Created a Wii remote interface for a 3D graphics engine presented at SIGGRAPH
• Enabled selection of isosurfaces to be visualized in ground penetrating radar data
• Administered a Linux network driving a stereoscopic immersive display system

Web Unlimited - Web Programmer                                May 2007 - Aug 2007
• Implemented new modules for the SmartISD content management system

OCAD Project - Web Programmer                                 May 2006 - Aug 2006
• Updated and expanded a web-based software system for tracking students

Skills:        Familiar with: C++, C, OpenGL, Java, Perl, HTML, PHP, MySQL, GLSL, CSS
Exposure to: DirectX, XML, Visual Basic, Python, C#, Fortran, Prolog

Publications:  Miller, J. and Hammond, T. 2010. Wiiolin: a virtual instrument using the Wii remote.
In Proceedings of the 2010 Conference on New Interfaces for Musical Expression,
Sydney, Australia, June 2010, 497-500.

Miller, J. and Akleman, E. 2008. Edge-Based Intersected Polyhedral Paper Sculptures
Sculptures Constructed by Interlocking Slitted Planar Pieces, Proceedings of Bridges
Conference 2008, July 2008, 259-264.