

Portfolio: christianstith.weebly.com

Education

- **Clemson University**, 2017: **MFA in Digital Production Arts. 4.0 GPA**
- **NC State University**, 2014: **BS in Computer Science**. Concentration: Game Development. **4.0 GPA**

Technical Skills

- **Programming:** C/C#/C++, Java, Python, MEL, Houdini VEX
- **Unreal Engine 4:** blueprints scripting, game design, VFX
- **Unity 5:** HLSL shader design, C# scripting, editor plugins
- **Houdini 15.5:** procedural modeling & animation, particle VFX, crowd simulation
- **Maya 2016:** modeling & animation
- **Photoshop + Nuke:** image manipulation, scripting

Professional Experience

- **Ubisoft Red Storm Entertainment Intern** **May 2017 - date**
Technical Art Intern. Designed and implemented Unity 5 editor plugins and HLSL shaders for virtual reality projects. Created shader-based vertex animation pipeline to support existing 3ds Max export system.
- **Clemson University Graduate Research Assistant** **Spring 2015 – Spring 2017**
Lead asset and environment development for a 3D grocery store VR simulation in Unity 5. Targeted Oculus Rift and HTC Vive. Presented project at PACK EXPO 2016.
- **Youth Digital IT Specialist** **Summer 2015 | Full-Time**
IT management and classroom assistance for 3D Printing & Modeling summer camp. Managed computers & software issues and assisted classroom instruction of 25 K-8th graders. Topics covered included Blender modeling & rendering as well as 3D printing techniques.
- **K4Connect, Inc. Software Development Intern** **Summer 2014 | Full-Time**
Developed and tested API testing suite using should.js. Ported webview-based company mobile app from iOS to Android, and tested resulting app. Developed hardware emulator using Qt framework.
- **NCSU Digital Games Research Center Undergrad Research Assistant** **2013 | Full & Part-Time**
Unity 4 game mechanics programming, UI design and implementation in support of planning theory research game: <https://nil.cs.uno.edu/projects/blp/>

Awards

- 2014 NC State University Valedictorian | 8-time NCSU Dean's List
- Best 3D Animation (*Flap*), Reedy Reels Film Festival 2016
- Best 3D Animation (*Flap*), Jaloo Festival of Animation and Gaming 2016

Publications

- Ware, S. G., Young, R. M., Wright, P., & Stith, C. (2015, April). *Interactive Narrative Planning in The Best Laid Plans*. In Twenty-Ninth AAAI Conference on Artificial Intelligence.
- Sturtevant, N. R., Orkin, J., Zubek, R., Cook, M., Ware, S. G., Stith, C., ... & Lord, K. (2014, May). *Playable Experiences at AIIDE 2014*. In Tenth Artificial Intelligence and Interactive Digital Entertainment Conference.