

Cole Sohn

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RELEVANT CLASSES

CS231A: Computer Vision, Reconstruction, Recognition

CS221: Artificial Intelligence

CS248: Interactive Graphics

CS348C: Simulation, Animation

Art104: Drawing

CEE31Q: Architectural Drawing

CS247G: Game Design

SKILLS

Graphics Programming, Game Programming, VR Dev, Game Dev, Shaders, Procedural Modeling, 3D Modeling

PROGRAMMING

C++ - C# - Python - Javascript - Git - NumPy - Kotlin - OpenCV - Three.js - p5.js - Processing - OpenGL - Bash

SOFTWARE

Houdini - Maya - Blender - 3dsMax - Unreal Engine - Unity - Adobe Suite - Substance Suite

EDUCATION

Stanford University

9/2018 - Present

- Prospective Masters in Computer Science, AI track, Class of 2024
- Bachelor of Science in Computer Science, Graphics track, Class of 2022

WORK EXPERIENCE

Course Assistant: CG Animation and Simulation

Stanford CS348C

1/2023 - Present

- Hosting office hours for physics-based simulation methods and procedural modeling/animation in Houdini.
- Working with teaching team to grade and improve course material.

Gameplay & Tools Programming Intern

Fire Hose Games

6/2022 - 9/2022

- Built tools and implemented game features for asset placement, animation, and builds for the game Techtonica in Unity C#.
- Lead development on text and asset localization pipeline.

Course Assistant: Intro to Computer Graphics

Stanford CS148

6/2022 - 8/2022

- Hosted office hours in graphics math and fundamental concepts.
- Provided support for Blender and Python.

CS Research Intern

Doug James' Graphics Research Group

6/2021 - 12/2021

- Developed a physics-based bubble simulator with Houdini & Python for underwater simulation sound generation.

CS Research Intern

Ron Fedkiw's Graphics Research Group

6/2020 - 9/2020

- Assisted in lab's AI facial landmark placement by developing large synthetic dataset of morphable CG faces w/ ground-truth landmarks.

3D Artist

Virtual Human Interaction Lab

8/2019 - 6/2020

- Built assets and scenes for the lab's VR behavioral experiments, including a lab environment for Tribeca Film Festival.
- Collaborated with a team of artists, programmers, and psychologists.

PERSONAL PROJECTS

- Independent work on procedural modeling, graphics programming, game design, and simulation viewable in my [portfolio](#).
- Treehouse Village Generator from graph evolution algorithms using Houdini and Unreal Engine.
- Dungeon Level Generator from input shapes and WFC algorithm.
- Level Graybox Generator from hand-drawn inputs and sketch classification.