CMSC427 Fall 2017
Hw 1 – Graphics Resume

For Thursday, do two things:

1) Complete a short, one page graphics resume as below. Just what you can do in at most 30 minutes or so. Do neatly in Word and print. (You can this file as a template.)
2) Post to Piazza under the Hw1 announcement a quick summary from the resume of your interests and graphics experience. This to let your fellow students know if you have expertise they might draw on, or common interests you might share.

Graphics resume:

• Name, major, year

• Basic career objectives as best as you'd like to state them. If you want to be a game developer, then this course is critical – if you want to be an actuary, then perhaps not so much. If you're uncertain, that's ok!

• Your interest(s) in graphics. What do you want to get out of the course, and what would you like to do professionally in the field of computer graphics? (Have fun, and nothing particular, are fine answers.)

• Previous computer science experience including courses, relevant internships, languages, and operating systems (briefly! Just enough to give an idea.)

• Previous math and statistics experience including courses and other relevant issues. (I know the CS courses, so numbers are ok – for math, a number followed by a quick description like "calc I" would help.) Any physics courses? Art?

• Have you had experience with, and if you have, how comfortable are you with:

    a) C
    b) C++
    c) Java
    d) Matlab/Octave
    e) Processing (from processing.org)
    f) OpenGL
    g) DirectX
    h) Any other graphic programming languages or libraries?

• Are there any non-programming graphics programs, like Photoshop, iPhoto, Blender, Illustrator, etc, that you work with?