

Education

Carnegie Mellon University, Pittsburgh, PA
Ph. D. in Computer Science Candidate, advised by Kayvon Fatahalian

Carnegie Mellon University, Pittsburgh, PA
B.S. Computer Science and Arts (Lighting Design), May 2014, University Honors, GPA: 3.7

Research

I am a first-year Ph.D. student in the Carnegie Mellon Graphics Lab. My research seeks to build new systems for controlling lighting at scale and making lighting setups easier to manage. With this framework I am exploring ways to control and interact with lighting at scale in new and intuitive ways. Preliminary results will be presented at SXSW Interactive 2015 and are targeted for submission to SIGGRAPH Asia 2015.

Co-Teaching Interaction and Expression using the Pausch Bridge Lighting (15-661)

Spring 2015, Carnegie Mellon University
My lighting control framework will be available for students to use in their projects for this course.

Augmented Reality Interaction with the Pausch Bridge, Carnegie Mellon University

With Kayvon Fatahalian, Spring 2013

Allowed users to finger paint lighting on the Pausch Bridge by touching the bridge panels on an iPad screen
Designed and implemented the program with advising from Kayvon, supported by SURG Grant
Awarded the First Place Alcoa Undergraduate Research Award and the First Place Frank-Ratchye STUDIO for Creative Inquiry Award at the 2013 Meeting of the Minds Undergraduate Research Symposium

Work Experience

Carnegie Mellon University, Pittsburgh, PA

Teaching Assistant for 15-462/662 Computer Graphics (Spring 2014), 15-466/666 Computer Game Programming (Fall 2013), 15-150 Principles of Functional Programming (Fall 2011)

Electronic Theatre Controls, Middleton, WI

Student Help in R&D (June - August 2013)

Developed networking applications for current lighting systems, developed validator for checking DDL files against current standard, updated internal libraries to comply with industry standards

Autodesk, Waltham, MA

Software Architecture Intern - Revit (June-August 2012)

Developed cross-platform cloud collaboration library for Windows, Mac, and iOS

Blue Frog Gaming, Akron, OH

Software Engineering Intern (May-August 2011)

Developed features for the Facebook games Stardrift Empires and Starfleet Commander with Ruby on Rails

Theater

Carnegie Mellon School of Drama

L'etoile, Lighting Designer, Dir. Greg Lehane, January 2014

Albert Herring, Master Electrician, LD: Andrew Schmedake, October 2013

Mercury Soul, Media Designer, Dir. Mason Bates, April 2013

Mud, Lighting Designer, Dir. Asia Gagnon, April 2013

Changing Times, Lighting Designer, Chor. John Gareth Stoker, Dance Light January 2013

A Curious Case of Cruelty, Lighting Designer, Chor. Harron Atkins, Dance Light January 2013

Dancing Bridge, Lighting Designer, displayed on the Pausch Bridge, December 2012

Macbeth, Assistant Media Designer, MD: Dan Eφος, December 2012

Working, Lighting Designer, Dir. Ingrid Sonnichsen, September 2012

Les Enfants Terribles, Assistant Master Electrician, ME: Jon Mark, May 2012

L'enfant et les Sortilèges, Assistant Master Electrician, ME: Robert Kubisen, January 2012

Scotch 'n' Soda Theater, Carnegie Mellon University

The Drowsy Chaperone, Sound Designer, April 2012

Urinetown, Sound Tech Head, November 2011

Cabaret, Assistant Sound Designer, April 2011

Boeing Boeing, Lighting Designer, February 2010

What We Bury, Lighting Designer, Dir. Olivia O'Connor, December 2010

Evan B. Shimizu

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The Rocky Horror Show, Sound Design and Board Op., Dir. Nicholas Petrillo, October 2010

Games

Pipes, Project Lead, Programmer, Designer (Fall 2012). 2D tile-rotating puzzle game, received GCS Gold Award
Ice Cream Dragon, Programmer, Designer (Spring 2012). 2D "Grand Theft Ice Cream," received GCS Gold Award
Merblade, Designer (Spring 2012). Side-scrolling mermaid shooter, received GCS Gold Award
Bleatbeater, Lighting and Shader Programmer (Fall 2012). Unity platformer about punching sheep
Alyesium Chronicles, Project Lead, Programmer, Designer (Fall 2011). Fantasy vs. sci-fi turn-based strategy game
Parchment Dragon, Project Lead, Designer, Programmer (Fall 2010). Vertically scrolling fantasy shooter

Honors

ESA Computer and Video Game Scholarship Recipient (2010)
Recipient of the Hannah Nguyen/Evan Shimizu "Consistency and All Around Excellence in Theatre"
Scholarship from the Edina High School Thespians (2010)
George Eastman Young Leaders Award, University of Rochester, Rochester NY (2009)