

# Tom Kelly

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## Education

- 2008 – University of Glasgow  
PhD: *Growth Based Procedural Modeling* (Computer Graphics).
- 2011 KAUST (November – December)  
Visiting Academic, Geometric Modeling and Scientific Visualization Center.
- 2009 Arizona State University (May – November)  
Research Assistant for Peter Wonka at the Prism Lab.
- 2002 – 2006 University of Bristol  
MEng Computer Science: 1<sup>st</sup> class degree.  
Year abroad at the University of California, Santa Cruz: 4.0 GPA.
- 1999 – 2001 Hills Road Sixth Form, Cambridge  
A-levels: Physics (A) Mathematics (A), Media Studies (B), General Studies (B).
- 1994-1999 Parkside Community College, Cambridge  
11 GCSEs.

## Research Highlights

- Paper: *Procedural Generation of Parcels in Urban Modeling* (Eurographics 2012).
- Paper: *Interactive Architectural Modeling with Procedural Extrusions* (ACM Transactions on Graphics, presented at SIGGRAPH 2011).
- Refereed for publications: *SIGGRAPH Asia* (2010, 2011), *Computer Graphics Forum* (2010, 2011) and *Computers and Graphics* (2010).
- Awards: EPSRC UK ICT Pioneer 2011: *Transforming Society Prize*, SICSA PhD Conference 2010: *Best Poster, Best Presentation*.

## Employment

- Intern Software Engineer, Procedural Inc. (Esri R&D Center), Zurich (May 2011 – October 2011)  
*Carrying out in-depth research into procedural techniques for parcel generation, and integrating this knowledge into the commercial product. Watched the acquisition of the startup first hand.*
- Tutoring, University of Glasgow: C-Programming (Autumn 2008), Database Systems (Autumn 2010), Java Programming (Autumn 2010), Advanced Data Structures (Spring 2011) & Object Orientated Software Engineering (Spring 2011).  
*Helping students come to grips with the demands of complex subjects, while imparting real-world knowledge, was a very rewarding experience.*
- Software Engineer, Moviestorm, Cambridge (November 2006 – June 2008).  
*Second engineer in a startup that grew to 20 employees. Wrote one of the first non-linear video editing systems for virtual environments. Worked closely with colleagues to meet tight deadlines for real-world software.*

## **Technical Experience**

Java, C, Fortran, SQL, Lisp, OpenGL, Eclipse, Netbeans, Linux, Windows, Blender, 3D Studio Max, Yafaray & Inkscape.

## **Interests**

In my spare time I am a keen photographer. This is a pastime that I acquired during my travels in America, and proves endlessly rewarding. While at Glasgow I worked as the secretary of the Photographic Society (2009 – 2011). I also enjoy cycling; before my PhD I rode from Spain to Sweden. It is a hobby that allows me to explore Scotland's fantastic scenery. I helped start the University Cycling Society in 2008, acting as secretary.

**Referees available on request**