

Timothy Oriol

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Experience

Dec 2010 - Present Apple Inc Cupertino, CA
Graphics Software Engineer

- Principal architect and engineer for "Sprite Kit" - Apple's new 2D graphics and animation framework for games (shipped in iOS 7 & OS X Mavericks).
- Delivered the "Introduction to Sprite Kit" talk at WWDC 2013 and the "Optimizing 2D Graphics and Animation" talk at WWDC 2012.
- Diagnose and fix various graphics and compositing issues in the Core Animation framework for both iOS and OS X.
- Refined the graphic overlays and added retina display support for the "Pixie" and "QuartzDebug" developer tools.

March 2009 - Dec 2010 Apple Inc Cupertino, CA
Software Engineer Intern

- Implement fixes for performance and data corruption bugs in the iOS Core Graphics framework.
- Developed graphics demos showcasing new features in the Core Animation framework which been published as sample code on Apple's website.

Summer 2008 Cisco Systems Inc Boxborough, MA
Software Engineer Intern

- Implemented a custom automation solution that connects to Cisco routers to collect crucial test data and generates multiple HTML and XML reports.
- Set up complex test networks including over 10 routers and configured OSPF, BGP, MPLS, and L3VPN protocols to run on them.

Education & Projects

Rochester Institute of Technology Rochester, NY
Bachelor of Science in Computer Science, 2006-2010

- 3.75/4.00 GPA (PFOS)
- Relevant Courses: Parallel Computing, Systems Programming, Computer Graphics II, Operating Systems, Computer Networking
- Developed and released iOS games "Orbs" and "Ice Mice" on the App Store
- Implemented realtime ray-marched hypertextures on the Sony PSP
- Wrote a parallel raytracer for use with RIT's 32-node supercomputer

Relevant Skills

- Quick to pick up any new skills and technologies
- Motivated to learn and become productive with minimal support
- Experienced with writing graphics, parallel and mobile/embedded software
- Languages: C/C++, Objective-C, Java, C#
- Technologies: OpenGL, GLSL, iOS, gdb, git, Sockets, pthreads

Awards

- RIT Presidential Scholarship for academic excellence
- Scholarship for first place in Providence College Programming Competition