

# Julian V V Ceipek Julian.ceipek@gmail.com



245 W. Thruston Blvd. | Dayton, OH 45419

I strive to create beautiful experiences that empower people.

## NOTABLE COLLABORATIVE PROJECTS

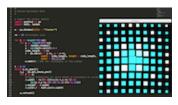
A virtual film festival to encourage communities to reinvent K-12 education

A user-research-driven automatic documentation system concept for "Makers"

A hardware accelerated vector graphics drawing library for Python

An open source multiplayer real time strategy game played on a toroidal surface







### EMPLOYMENT

2014 Carthage Games. Tech Lead/Co-founder. I am designing and developing a local multiplayer 2D action-adventure game with a team of 5 creators around the world.

2013 Codecademy. Engineer Intern. I helped invent and implement new and better ways for people to learn and teach programming.

2012 Riparian Data. Developer/Designer Intern. I developed production code for a browser-based enterprise email client and co-designed the user experience.

2011 Lexis Nexis. User Experience Research Intern. I developed and enhanced iPhone applications for the future of legal research.

2009-2010 The Miami Valley School. *iPhone Application Developer*. I independently designed, developed, and delivered a web-connected iPhone app for parents and students.

FIRST LEGO League. Youth Mentor for Elementary Students. I co-instructed a robotics team that achieved state-alternate status.

#### **FDUCATION**

2005-2007

2014-Present USC School of Cinematic Arts, Los Angeles, CA.

GPA 4.0. Candidate for MFA in Interactive Media and Game Design

2010-2014 Franklin W. Olin College of Engineering, Needham, MA.

GPA 3.93. Awarded BS in Engineering with a computing concentration

## NOTABLE ACHIEVEMENTS

2015 Winner of the USC Annenberg Graduate Fellowship

2011 1st place in physical sciences division of Ars Science Video Contest [link]

April 2010 1st place award for 3d model submitted to Weta Workshop (company that produced special effects for Avatar and Lord of the Rings) [link]

2009 Lead antagonist in first authorized stage adaptation of Dr. Horrible's Sing-Along Blog

## DIGITAL TOOLS

My favorite programming languages are Python and CoffeeScript. I have written non-trivial programs in C#, Objective-C, LISP, SML, MATLAB, BASIC, JavaScript, Java, and LabView and often experiment with new languages.

I use Unity, Inkscape, Blender, Final Cut Pro Studio, and Photoshop regularly.