Jared Counts

Portfolio

JaredCounts.com

Showcases professional and experimental hobby work, including highlights from research and class projects.

Skills

Platforms

C++, Python, Julia, Java, Git, Qt, Eigen, JavaScript, OpenFrameworks, Bullet, OpenGL, Processing, JQuery, Kinect, HTML5, CSS, PHP, Visual Basic, Arduino

Concepts

Software construction, computer graphics, visual effects, algorithms, real time simulation, numerical methods and analysis, user interfaces, interaction design, machine learning, big data, finite element analysis

Contact

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Education

Massachusetts Institute of Technology   2013 - 2017

Bachelor of Science in Computer Science

Highlighted Courses: Shape Analysis, Design and Analysis of Algorithms, Computer Graphics, Computational Fabrication, Machine Learning, Numerical Methods

Work

Computational Fabrication Group, MIT CSAIL Sept, 2016 – May, 2017

MIT EECS - Analog Devices Undergrad. Research/Innovation Scholar

Wrote a tool using C++, Bullet, and Eigen, that can design and determine how well two dimensional shapes self-assemble.

Yearlong research under MIT's SuperUROP program.

Pixar   June, 2016 – August, 2016; January, 2017

Simulation Technical Director Intern

Rigged and tuned simulations for shots in collaboration with various departments for Cars 3 and Incredibles 2.

Made improvements to the simulation pipeline, such as automatic rigging tools for chains and ropes, and an asset search utility.

Formlabs   June, 2015 – August, 2015; January, 2016

Software Intern

Designed physics simulations to improve support structure generation for 3D printing.

Implemented in C++ and Qt, these algorithms efficiently predict breaking points on models so they can be intelligently supported.

Tangible Media Group, MIT Media Lab   Jan, 2014 – December, 2015

Software Developer and Undergraduate Research Assistant

Led software development for tangible shape displays exhibited at Lexus Design Amazing 2014 in Milan, Italy and Cooper Hewitt, Smithsonian Design Museum.

Co-authored two papers accepted in to ACM CHI.

PC Client Group, Intel Corporation   June, 2014 – August, 2014

Software Intern

Collaborated with Intel Labs to develop indoor location sensing algorithms using machine learning and mobile phone sensors.