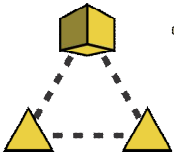


Resumé

Jace K. Priester

EDUCATION	California State University, Fresno Bachelor of Science, Mechanical Engineering - May 2010 Pi Tau Sigma, Mechanical Engineering honors society charter member
PROFESSIONAL QUALIFICATIONS	Fundamentals of Engineering Exam - April 2010
CERTIFICATIONS	PhotoModeler certified - 2009
SOCIETIES	American Society of Mechanical Engineers
PROFESSIONAL SPECIALIZATION	Photogrammetric analysis and reconstruction 3D modeling and animation Accident reconstruction Computer simulations Software development Reverse engineering
EXPERT TESTIMONY	Qualified and testified as an expert witness in California State Court in the fields of accident reconstruction and computer graphics.
EXPERIENCE	<p>Threespace Imaging August 2011-Present <u>Owner and Photogrammetric Engineer</u> - Employing digital photography, photogrammetry, and other methods to facilitate the reconstruction of vehicles, scenes, persons, equipment, and other real-world objects. These techniques are used to create physically accurate computer representations, including diagrams, 3D models, and animations, of objects and events. Work includes forensic analysis based on the results of computer modeling.</p> <p>Timesplitters Project September 2012-2014 <u>Consultant and Engineer</u> - Position as a consultant with respect to computer graphics and reverse engineering. The project involves the conversion of a classic videogame from an integrated platform to modern hardware. Consulting duties include consulting on computer graphics techniques. Engineering duties include reverse engineering of image- and modeling-related file formats and software.</p> <p>J2 Engineering, Inc. June 2007-August 2011 <u>Consulting Forensic Engineer</u> - Position as a Forensic Engineer. Conducted mechanical engineering analyses with emphasis on automobile accident reconstruction, mechanical failure analysis, and photogrammetric reconstruction techniques applied to forensic analysis.</p>



PROFESSIONAL ACTIVITIES

Independent Research

July 2011-Present

3D Reconstruction Research - Research and testing into photogrammetric techniques including image matching and correspondence, computer algorithms, computer vision systems, and structured light scanning systems. Research is being conducted with an emphasis on application to real world problems.

Blender Foundation

July 2012-2015

Moderator of Blender Services - Involved in managing online community outreach programs affiliated with the Blender Foundation.

Blender Development

November 2011-2015

Contributing Software Developer - Assisting the core development team and extensions team with software upgrades, bug fixes, and the addition of new or experimental features. Also includes updating public web pages with information regarding said changes.

MEETINGS/ SEMINARS

Game Developers' Conference

March 2012

ARC-CSI Crash Conference

May 2011