







Ricardo Rendon Cepeda

Mobile App Developer
(Graphics Specialist)

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Present
02. 2013

Independent *Mexico City, Mexico - Stanford, CA, USA*

Design, Development, Research

- Completed bespoke iOS work for various clients including: development tutorials (RayWenderlich.com), enterprise apps (Sustentabilidad Total MX), augmented reality consulting (Kudan).
- Pursued personal research/apps in mobile graphics including: FireworkCam (free iOS app), ARvoyant (start-up).

02.2013
10.2012

University of Bristol *Bristol, UK*

Teaching Assistant

- Point of contact for +100 students in the "Character & Set Design" and "Animation Production" units, taught with Autodesk Maya.
- Monitored forums, previewed submissions and ran individual lab sessions

01.2013
10.2012

Basecamp Student Start-up *Bristol, UK*

In-House Developer

- Served as a technology consultant for new student start-ups and assisted in entrepreneurial events.
- Developed native iOS apps for FWSim and PatchworkPie.



Present
06. 2013

Stanford University *Stanford, CA, USA*

Graduate Summer Student

Courses: Client-side Internet Technology, Computer Graphics & Imaging, Interactive Device Design

07.2013

SIGGRAPH 2013 *Anaheim, CA, USA*

Exhibitor & Student Volunteer

Poster: Context-Aware Compositing using an Interactive Mobile Tool [Category: Mixed Reality and Games]



University of Bristol

Bristol, UK

Major: Advanced Computing

Degree: MSc

Thesis: Real-Time Context-Aware Compositing

University of Birmingham

Birmingham, UK

Major: Computer Systems Engineering

Minor: Business Management

Degree: BEng

Dissertation: Digital Sound Synthesis



iOS / Objective-C



OpenGL ES



C / C++



Java



Android







Photoshop / Maya



OpenGL / WebGL



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FireworkCam

itunes.apple.com/app/id588316070

