

COREY TOLER-FRANKLIN

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EDUCATION

- Princeton University, Computer Science Department** 2005 - Present
Ph.D. Candidate in Computer Science
Research Areas: Computer Graphics and Computer Vision
Topics: Acquisition and analysis of the shape and appearance of real-world objects. Algorithms for processing and visualizing complex datasets including matching and non- photorealistic rendering.
Teaching: COS 126 General Computer Science
Advisor: Dr. Szymon Rusinkiewicz
- Cornell University, Program of Computer Graphics** 1999
Master of Science, Computer Graphics
Research Area: Conceptual modeling tools for architectural design
Thesis: *A Computer-Based Approach For Teaching Architectural Drawing*: Developed a system to teach parallel and perspective drawing. Introduced software to architecture students at Cornell.
Teaching Assistant: Exposed architecture students to computer graphics in a novel design studio.
Advisor: Dr. Donald Greenberg
- Cornell University, College of Architecture, Art and Planning** 1997
Bachelor of Architecture (Class Rank 4 out of 21)
Thesis: *On Site Museum of Oral History, Nassau, Bahamas*
Cornell Abroad: Studied significant architectural works and cultures in Italy, Africa and Malta 1995

AWARDS

- National Science Foundation (NSF) Graduate Research Fellowship (3 year award) 2005
Presidential Fellowship, Princeton University 2005
Autodesk 2002 Software Developer Award: Recognized for contribution to AutoCAD 2002
Shreve Award: MS Thesis Project - For excellence and originality 1999
Robert James Eidlitz Traveling Fellowship: Funded For Computer Graphics Studies 1998
The Eschweiler Prize: Recognized for outstanding academic accomplishments 1997

EXPERIENCE

- Adobe Systems, Advanced Technology Labs, San Jose, CA** Summer 2007
Computer Vision Intern –Developed system for creating computer-generated mosaics.
- Google Inc., Mountain View, CA** Summer 2006
Research Intern – Developed prototype for controlling line density in Google SketchUp models.
- Autodesk Inc., San Francisco, CA** March 2000 – March 2004
Software Engineer – 3D Graphics Team
Developed and enhanced AutoCAD 3D Graphics System to improve performance and functionality; implemented 3D navigation, rendering, and presentation tools; developed API's for 3rd party developers; provided elegant bug-fixes to complex legacy code in a large code base; wrote Technical Research Documents for proposed projects; owned several projects and oversaw the formal development process until delivery; notable contributions to AutoCAD 2002, 2004 and 2005 include: 3D Graphics Configuration, True Color Support, Shaded Viewport Plotting, 3D Navigation Tools, Microsoft Windows Logo Certification, and Sheet Set Management; maintained high company visibility while interacting with cross functional groups such as Test Development and Product Design.
- Special Project - Strategic Accounts:*
Lead pilot project between Autodesk and two international architecture firms - HOK and Gensler; worked in HOK and Gensler offices learning firm processes and providing technical advice on product implementation; reported to Autodesk executives through written reports and presentations to broaden knowledge of the customer process, improve solutions and strengthen customer relationships.
- Hawley Peterson & Snyder Architects, Mountain View, CA** April 2004 – May 2005
Lead the initiative to integrate new Building Information Modeling Technology (BIM) into the architectural design process; represented firm in collaborative Design-Assist project to estimate construction time and cost; projects: Camino Medical Group Campus, Palo Alto Medical Facility.

SKILLS:

Languages: C/C++, Java, OpenGL, Open Inventor, Pascal, VBA, HTML, Java Script
Software: Advanced 3D Studio Max, Revit, AutoCAD, Adobe Illustrator/Photoshop

PUBLICATIONS:

Benedict Brown, Corey Toler-Franklin, Diego Nehab, Michael Burns, Andreas Vlachopoulos, Christos Doulas, David Dobkin, Szymon Rusinkiewicz, Tim Weyrich. **A System for High-Volume Acquisition and Matching of Fresco Fragments: Reassembling Theran Wall Paintings**
ACM Transactions on Graphics (Proc. SIGGRAPH), 2008.

Corey Toler-Franklin, Adam Finkelstein, and Szymon Rusinkiewicz.

Illustration of Complex Real-World Objects using Images with Normals.

International Symposium on Non-Photorealistic Animation and Rendering (NPAR), 2007.

ORGANIZATIONS:

Association for Computing Machinery (ACM) , American Institute of Architects (AIA)