

Olivia Doman

Designer and Software Engineer

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EDUCATION

Stanford University | Stanford, CA— *Computer Science & Design*

September 2022 - June 2026

Coursework includes:

- Software Testing and Validation | Algorithm Design
- Probability and Statistics | Abstract Algebra | MultiVariable Calculus
- Architectural Design | Sustainable Development

EXPERIENCE

Monolith Studios | Los Angeles, CA— *Student Intern*

June 2023 - September 2023

- Participated in meetings with the Director of Virtual Production advising clients and collaborators on the implementation of LED Volumes for In Camera VFX (ICVFX)
- Exploration of Unreal Engine based real-time visualization for film production
- Attended SIGGRAPH 2022 in Vancouver, BC and 2023 in Los Angeles and engaged in discussions with industry professionals about the latest developments and trends in the Media & Entertainment landscape.

PROJECTS

Kaira Looro Architecture Competition

- Collaborated with fellow Stanford undergrads to design a sustainable and safe educational space for children in rural Senegal.
- Led a team in the implementation and rendering of a 3 Dimensional model of the final design, using both Sketchup and Revit.
- Collaborated with two team members to ideate, design, and present a digital design.

SKILLS

Programming Languages:
Python, C++

DCC (Digital Content Creation): SketchUp, Unreal Engine, Revit, Adobe Photoshop, Maya.

Platforms: Microsoft Office, Zoom, Slack, Notion

AWARDS

Santa Barbara Architectural Design Competition | Placing 1st, Honors, 3rd, 2nd | Respectively Mar '19 - '22

LINKS

Portfolio:
www.oliviadoman.com

LinkedIn:
<https://www.linkedin.com/in/oliviadoman/>

Github:
<https://github.com/oliviadoman>