Adeniran Moses Adeagbo Jr

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Education

University of Minnesota 2016 – Present
Computer Science Ph.D. Student - Graphics Advisor: Stephen J. Guy
GPA: 3.52

Saint John's University 2008 – 2012
Bachelor of Arts in Chemistry

Research Experience

University of Minnesota Researcher
Minneapolis, MN August 2014 – Present
Researching graphics and motion planning as member of the Applied Motion Lab.

Samsung Research Intern
San Jose, CA June 2017 - August 2017
Worked on GPU simulator as a member of the architecture team.

University of Minnesota (Undergraduate) REU Participant
Minneapolis, MN June 2014 – August 2014
Created historically accurate 3D Greek models for a virtual reality simulation of the Pnyx in central Athens.

University of Saint Benedict Researcher
St. Joe, MN June 2011 – August 2011
Examined the amount of heavy metals in chicken eggs in a privately funded research project.

Other Work Experience

University of Minnesota Teaching Assistant
Minneapolis, MN September 2015 – December 2016
TA for Programming Interactive Computer Graphics and Games (one semester), Software Engineering 1 (one semester), and Introduction to Computing and Programming Concepts (one semester).

Saint Benedictine Volunteer Corps English and History Teacher
Kerela, India and Kandy, Sri Lanka September 2012 – May 2013
Taught 30 - 40 Benedictine monks and 80 socioeconomically diverse sixth and seventh grade students English and History.

Publications

Virtual Human Head Turning with Crowd Simulation
Ran Hu, Moses Adeagbo, Victoria Interrante, Stephen J. Guy. *IEEE Virtual Reality Workshop Virtual Humans and Crowds for Immersive Environments (VHCIE 2016)*, March. 20, Greenville, South Carolina, 2016.

Bema: A Multimodal Interface for Expert Experiential Analysis of Political Assemblies
Kyungyoon Kim, Bret Jackson, Ioannis Karamouzas, Moses Adeagbo, Stephen J. Guy, Richard Graff, Daniel F. Keefe . *2015 IEEE Symposium on 3D User Interfaces (3DUI)*, pp. 19 - 26

Projects

Realtime Graphics Engine Summer 2016 - Present
VR-enabled stereoscopic realtime 3D deferred-rendering graphics engine. Integrated with realtime tracking, shadows, lighting with gamma correction and tone mapping, cloth and particle simulation, and mesh and animation loading. Written for both SDL2 and GLFW.

GPU-Based Physical Simulation System Spring 2017
Developed and implemented a GPU-based particle and cloth simulation system. Uses SDL2 for OpenGL context creation, compute shaders for SIMD calculations, and geometry shaders for particle rendering.

Offline Raytracer Fall 2015

Designed and implemented an offline CPU-based raytracer. System included multiple light-source types, texture loading, shadows, and the Blinn-Phong shading model with reflections and refractions.

Cave-Based VR Graffiti System Fall 2015

Developed and implemented an VR graffiti painting application (built with the Unity game engine).

Skills

2D & 3D Art: Autodesk Maya, Autodesk 3dsMax, Blender, Zbrush, Photoshop, Substance Painter, Knald, Marmoset Toolbag

Programming Languages: C, C++, Python, Java, C#, Swift, GLSL

Game Engine & Graphics API: OpenGL, Unity, Unreal Engine

Awards

GAANN Fellowship Spring 2016 – Present

Advanced Coursework

Computer Graphics I, Computer Graphics II, Sketch-Based UI, Advanced Animation, Animation and Planning in Games