

## Brian Remick

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### PROFESSIONAL EMPLOYMENT

1997 to Present

**Evans & Sutherland Computer Corporation**  
Salt Lake City, UT

1999 to Present

*Software Engineer*

- Developed a software suite to construct large-area visual database content and drive a product line of proprietary image generators as part of a large development team.
- Developed a 3D, OpenGL-based real-time rendering/editing application for visual database content, including terrain manipulation, parametric modeling, and feature placement.
- Developed a sophisticated, MFC-based host application using COM/ATL to interface with real-time kernel.
- Designed/maintained an interface for storing visual database content in an OODBMS, including a mechanism for evolving database schema to provide backward compatibility between releases.
- Improved efficiency of geometric data batch processing by distributing processes in parallel. Reworked process flow and software modularity to accommodate parallelism.
- Led a team of developers in redesigning a major part of the system.
- Participated in college recruiting of software developers for the company.

1997 to 1999

*Database Engineer*

- Produced visual databases for real-time flight simulators using both in-house and industry-standard modeling tools.
- Developed a query-based attribute editor for Openflight models that significantly improved modeling productivity in the database group.

### EDUCATION

2002

**University of Utah**, Salt Lake City, UT  
*Master of Science*, Computer Science

1997

**University of California, Los Angeles**, Los Angeles, CA  
*Bachelor of Science*, Mathematics/Applied Science, Specialization in Computing

### SKILLS

- Highly proficient in C/C++, Java, COM/ATL, MFC, UML, object-oriented software design, multithreaded applications.
- Experience using/developing in Windows 2000/NT/98/XP, Linux, Solaris.
- Microsoft Visual Studio, Microsoft Office, Adobe Photoshop, Adobe Illustrator, Adobe Pagemaker.
- Experienced using and developing plugins for Multigen Creator, 3D Studio Max.
- Excellent written and verbal communication skills.

### ACTIVITIES

- Worked as a teaching assistant for a University of Utah undergraduate software engineering course, which included conducting student discussion sections, office hours, and grading student projects.
- Worked for the Daily Bruin newspaper at UCLA as a music critic, writing reviews of records and concerts and conducting interviews.

## PUBLICATIONS

- Remick, B., "Managing Agent Platforms with the Simple Network Management Protocol," Master's Thesis, Online: [www.cs.utah.edu/~remick/research/thesis.pdf](http://www.cs.utah.edu/~remick/research/thesis.pdf), May 2002
- Kessler, R., Remick, B., "Managing Agent Platforms with AgentSNMP," submitted to Autonomous Agents and Multiagent Systems 2002
- Cowan, D., Griss, M., Kessler, R., Remick, B., Burg, B., "A Robust Environment for Agent Deployment," submitted to Autonomous Agents and Multiagent Systems 2002