

Abe Megahed

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Employment Experience

3D Technology Manager

Orbital Technologies Corporation (ORBITEC)

8-01 to present, Madison, WI

Lead a small group of graphics programmers and 3d artists to develop Hypecosm technology and training systems for NASA astronaut training applications.

Founder, CEO, CTO

Hypercosm Inc.

8/98 to 5/01, Madison, WI, San Jose, CA, and Walnut Creek, CA

Founded Hypercosm to become a leader in instructional 3D graphics technology for the Internet. Hypercosm employed over 30 people at its peak and I had the opportunity to work closely with people such as board members Howard Charney (Cisco VP) and Ken Coleman (SGI VP). I also had the opportunity to meet with numerous industry leaders including Mark Andreesen (Netscape cofounder), Bruce Dunlevie (Benchmark partner) and Jaron Lanier (VR pioneer). Published and spoke at industry conferences. Duties included technical direction, product design and development, business development, application and market strategy, marketing, management of content creation, and sales.

Interface Designer and Programmer

Leapfrog Inc.

8/95 to 5/96, Subang Jaya, Malaysia

Created a Video on demand interface in Visual Basic under contract with the National Phone Company of Malaysia. This interface merged user interface elements from Visual Basic with design elements created using 3d graphics.

Game Programmer

Gravity Inc.

2/95 to 7/95, San Francisco, CA

Wrote a DOOM like game featuring the Swedish Chef from the Muppets (which was finally released in 1996 as 'Muppets Inside' from Starwave).

Founder and President

Cosmic Software Corp.

10/93 to 12/94, Madison, WI

Established this graphics software company to develop and market a high performance photorealistic 3D graphics system based on a high level interpreted language interface. Duties included technical direction, software implementation, advertising, customer relations and distribution.

Graphics Programmer

UW Madison Psychology Dept.,

8/92 to 6/93, Madison, WI

Graphics Programmer,

Developed a 3D system used in psychology experiments involving stereoscopic display for evaluating the relative effectiveness of various depth cueing techniques.

Graphics Researcher

IBM

Thomas J. Watson Research Center

6/91 to 1/92, White Plains, NY

Developed techniques for sectioning solids and detecting interferences using Z-buffer hardware. Received 2 patents. Published in Siggraph 1992. Worked with Jarek Rossignac, Alan Norton, and Jim Kagiya.

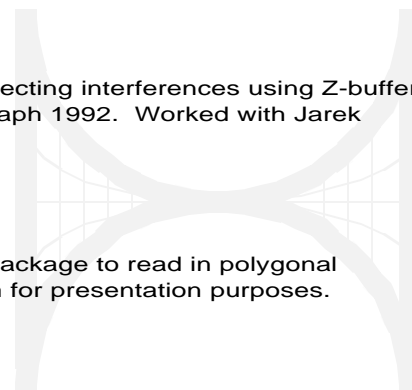
3D Programmer

Point-Line CADD

6/89 to 8/90, Madison, WI

Wrote a simple ray tracer for the Point-Line Cadd package to read in polygonal drawings created by their modeler and render them for presentation purposes.

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Education

B.S. in Computer Science, University of Wisconsin, Madison
May 1991, 3.1 GPA

Technical Experience

- Fluent in C++, Pascal, some Java
- Successful at managing large scale software projects involving hundreds of thousands of lines of program code and teams of programmers.
- Experienced in designing programming languages and implementing compilers and interpreters.
- Skilled in technical writing and desktop publishing including writing, graphics creation, and layout

Technical Publications

- Patent #US05428716 - 6/27/95 Solid Clip Methodology and Architecture for Clipping Solid Models and Displaying Cross Sections Using Depth Buffers
- Patent #US5497453 - 3/5/96 Method and Apparatus for Detecting and Visualizing Interferences Between Solids
- Patent #US6426748 Data Compression of Interactive Figures for Electronic Book
- Siggraph 1992 technical paper "Interactive Inspection of Solids: Cross-sections and Interferences"
- Siggraph 1999 technical sketch "Real Time Shadows, Reflections, and Transparency using a Z buffer / Ray Tracer Hybrid"
- Siggraph 2000 Web 3D Roundup article "Hypercosm: Making 3D Programming Accessible"

References

Professional:

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