

Kelsey Kurzeja

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<https://kurzeja.dev>

Experience	Software Engineer (promoted to senior), <i>nTopology</i>	May 2021 – Oct. 2025
	<ul style="list-style-type: none">• <i>Topics</i>: implicit geometry kernel, curved coordinate spaces, curved lattices, conforming lattices, ribbed structures, gyroids, swept surfaces and volumes, splines, NURBS curves and surfaces, arc-spline curve approximation, triangle meshes, tetrahedral meshes, harmonic mapping, interval arithmetic, automatic differentiation, dual numbers, fast robust polynomial solver, GPU code generation, SIMD, Abstract Syntax Tree (AST), interpreters, bytecode optimization, sphere tracing, implicit voxelization, octree acceleration, Bounding Volume Hierarchy (BVH) acceleration, closest point on implicit query, bounding box of implicit query• <i>Tools</i>: C/C++, GLSL, Visual Studio, agile development, JIRA, Git, Github• Worked closely with product managers to understand and set scope of work.• Developed code for features to satisfy specifications and user needs.• Wrote unit tests to guide development and to ensure edge cases are handled well.• Worked with QA engineers to create tests and to ensure my code is of high quality.• Profiled and debugged existing code to improve quality.• Collaborated with other engineers in problem solving, ideation, and pair programming	
	Graduate research, <i>Georgia Tech</i>	Jan. 2017 – May 2021
	<ul style="list-style-type: none">• <i>Topics</i>: periodic lattices, microstructures, hierarchical structures, implicit modeling, distance fields, Constructive Solid Geometry (CSG), voxelization, lattice and CSG rendering, sphere tracing, lattice triangulation, similarity/Mobius transformations, circle/sphere inversions, steady transformations, interpolation, spirals, symmetry, geometric query acceleration, GPU acceleration, additive manufacturing, user interfaces• <i>Tools</i>: Java/Processing, C/C++, OpenGL, GLSL• Co-authored four papers published in Computer-Aided Design	
	Geometric modeling intern, <i>Siemens</i>	Summer 2018
	Graduate research / Intern, <i>Georgia Tech Research Institute</i>	Mar. 2015 – Dec. 2016
Education	Ph.D. in computer science, <i>Georgia Tech</i>	Aug. 2015 – May 2021
	<ul style="list-style-type: none">• Focus on computer graphics and geometric modeling. Advised by Jarek Rossignac.• Thesis: <i>Constructive Lattice Geometry</i> (2021)• Teaching assistant for Computer Graphics and Computational Aesthetics courses	
	BS in computer science (Highest honor), <i>Georgia Tech</i>	Awarded Dec. 2014
Publications	BeCOTS: Bent Corner-Operated Tran-Similar Maps and Lattices	2020
	CHoCC: Convex Hull of Cospherical Circles and Applications to Lattices	2020
	RangeFinder: Accelerating ball-interference queries against steady lattices	2019
	Programmed-Lattice Editor and accelerated processing of parametric program-representations of steady lattice	2019