

# Cameron Detig

Portfolio: <https://camerondetig.com/related-work/>

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## EDUCATION

### University of North Carolina at Charlotte

Charlotte, NC

2025 - 2026

- Master of Science in Computer Science - Concentration in AI

- Currently enrolled, GPA: 3.83
- SIGGRAPH Club Founder and President (not yet officially chartered)
- Selected Coursework: Computer Graphics, Generative AI, Machine Learning, Software Design

### University of North Carolina Wilmington

Wilmington, NC

2017 - 2021

- Bachelor of Science in Computer Science - Concentration in Digital Arts
- Bachelor of Art in Film Studies

- GPA: 3.92
- Computer Science departmental scholarship recipient.
- Selected Coursework: 3D Computer Graphics, Software Engineering, Digital Visual Effects

## SKILLS

Python, C++, JavaScript, Maya, Unreal Engine, Previsualization, 3D Graphics, Machine Learning, PyTorch, OpenGL, ShotGrid, Perforce, Git

## EXPERIENCE

### Generative AI Graduate Research Assistant / Teaching Assistant

Charlotte, NC

06/2025 - present

#### University of North Carolina at Charlotte - Computer Science Dept.

- Developing a pipeline in collaboration with developers at Honeywell using LLMs and Snowflake to interpret natural language questions into SQL queries.
- Assisting and leading class sections in the Design and Development of Generative AI Applications course. Presenting topics and developing course materials.

### Previsualization Artist

Los Angeles, CA (Remote)

#### The Third Floor Inc.

Contract: 09/2021 - 02/2024, 07/2024 - 11/2024

- Animated previsualization sequences for high-profile shows, including *Ahsoka* and *Predator: Killer of Killers*; contributing to over 10 projects for clients including Lucasfilm, Marvel, and Netflix.
- 3D Animated, lit, and rendered previz shots in Unreal Engine and Maya.
- Developed Python tools and documentation to speed up workflows for the team.
- Retargeted motion capture onto character rigs and stitched performances together.
- Took sequences from start to finish, blocking characters, finding coverage, and creating edits.
- Trained colleagues on Unreal Engine when the company integrated it into its pipeline.

### Immersive Media Computing REU Student Researcher

Atlanta, GA (Remote)

#### Georgia State University - Research Experience for Undergraduates Summer Program

06/2021 - 07/2021

- Developed a system for analyzing the movements of athletes to identify strenuous motions without the need for restrictive motion capture suits. Utilized recordings from the university's volumetric motion capture stage.
- Built a Blender addon using Python to extract the movement data and export it to OpenSim for analysis.
- Published research paper, "Kinematic Motion Analysis with Volumetric Motion Capture," in the 26th International Conference on Information Visualisation (IV), Vienna, Austria, 2022.
- Paper: <https://par.nsf.gov/servlets/purl/10423954> | Demonstration: <https://vimeo.com/579904746>
- Delivered a final poster presentation to fellow peers and researchers showcasing key project findings.

### Undergraduate VR Research Assistant

Wilmington, NC

#### University of North Carolina Wilmington - Computer Science Dept.

05/2019 - 11/2020

- Developed a virtual reality experience deployed in classrooms to teach elementary schoolers about STEM careers by allowing them to virtually work as a sea turtle researcher.
- Collaborated with other students and Computer Science faculty members as part of the Virtual Access to STEM Careers team funded by the National Science Foundation.
- Utilized C# and SteamVR API in Unity for development.
- Paper: <https://ieeexplore.ieee.org/document/10478359>

## VOLUNTEERING

### SIGGRAPH Conference Student Volunteer

August 10-14, 2025

- Volunteered at the leading computer graphics conference, SIGGRAPH, in Vancouver.