Exhibit 14

Contact

www.linkedin.com/in/casseveritt
(LinkedIn)
blog.xyzw.us/ (Blog)

Top Skills

OpenGL
Homogeneous Coordinates
Computer Graphics

Publications

Projective Texture Mapping

Cass Everitt

Engineer (Order of Anorak) at Oculus VR
Austin

Summary

I like science and science by-products.

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Experience

Oculus VR
Engineer (Order of Anorak)
June 2014 - Present (7 years 5 months)

Developing VR / XR system software and public facing APIs for Quest, Go,
and Gear VR systems. Participated in the development of the OpenXR API.

NVIDIA
Wizard (Order of Merlin)
February 2010 - May 2014 (4 years 4 months)

Work on forward looking GPU architectures, focusing on developer issues like
feature set, programming model, and API.

Epic Games
Senior Graphics Programmer
August 2009 - January 2010 (6 months)

Unreal Engine 3 mobile focus. Represented Epic at Khronos.

id Software
programmer
April 2008 - July 2009 (1 year 4 months)

Engine programmer on id tech 5.

NVIDIA
OpenGL Engineer
May 2000 - April 2008 (8 years)

Worked in many groups at NVIDIA. Started in developer technology for 3
years, then 2 years in architecture working on Tesla series GPUs, then some
time in software before going back to developer technology with a forward

Mississippi State University

Research Assistant I

June 1996 - June 1998 (2 years 1 month)

Worked on MS while doing scientific visualization research at the university.

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Education

Mississippi State University

MS, Computational Engineering · (1996 - 2000)

Mississippi State University

BS, Electrical Engineering · (1990 - 1994)

Mississippi School for Mathematics and Science

High School Diploma, High School · (1988 - 1990)