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I am writing this letter in support of Alan DeLonga. I have known Alan since January 2010 when he first enrolled as a student in my CPE 471, Introduction to Computer Graphics. Alan subsequently enrolled in two more classes with me, CPE 476, Real-Time 3D Computer Graphics Software and his senior project (CSC 491 + 492) in 2011. Alan was a very good student in CPE 471, successfully completing the rigorous programming assignments (written in C++ and OpenGL) and exams with strong grades. Likewise, Alan did excellent work in CPE 476 and his senior project. Alan is a very engaged and personable student. We spoke regularly during these courses and Alan was always keen to understand and master the course material. He is a curious and motivated student with a good technical background and strong interest in art and gaming and very strong personal work ethic.

The final programming assignment for CPE 471 is one of the student's choosing. Alan chose to implement a hierarchical model of a human what could animate through a variety of Muay Thai fighting moves. Although the emphasis in this class is computer graphics, Alan spent a good deal of time designing a very solid software application, that allowed the user to create new moves, save those moves and animate between them. This careful attention to usability created an excellent final project, which received a grade of "A".

In 2011, CPE 476 was paired with CSC 491+492 and taught as a two quarter long senior capstone project. This two quarter long course experience was focused on small student teams building a complete video game over the 20 weeks. Alan pitched a game idea at the start of the class that was chosen as one of the games to be built in the class. The game, Zombs, is a zombie based action game with complex characters, story and 3D environment. Alan volunteered to be the team leader for the project, supervising 3 other students on the project. Alan's leadership and contribution to the game were essential. His team faced particular challenges due to uneven technical skills of some of his team members and Alan lead the team through difficult times to meet all scheduled demos and requirements. Alan not only contributed a strong leadership role to his team's final game, but also spent countless hours programming and creating art assets for the game. In the end, the team created a successful, complex 3D environment with animated characters and interactions, thanks to Alan's leadership.

Alan is a motivated and engaged student. He is intelligent and works hard and is articulate and communicates well. His passion for art, programming and very strong personal motivation make him an excellent job candidate in the field of computer graphics and gaming.

Sincerely yours,

Zoë Wood