Rocscience Inc. Fall Student Interns 2015

Ian   Kimerbly   Jason   Matthew

Kimberly Usi - During this co-op term, I have mostly worked with my mentor, Jeremy, to create the 3D version of the drawing tools that were implemented in 2D. Such tools include dimensioning (measuring length, width, height or depth), importing an image, creating a textbox or properties table, etc. To make these tools, I researched how to create fonts, textures, etc. in OpenGL. These tools are implemented in *Settle³D* and were made general enough to easily bring to our other software. In addition to this, I have also improved the mouse snapping in the 3D view to detect surfaces, edges, and vertices of different entities. This makes it easier to select points in 3D space when creating tools. I enjoyed working at Rocscience and have definitely learned a lot.

Ian Gardiner - My co-op experience at Rocscience Inc. is one that I will remember for some time to come. From the people to the work, Rocscience gets full marks across the board and I am happy to have been able to contribute to such a progressive company. Over my time here, I worked on a variety of different research topics in the area of Geo-technical Engineering using *Settle³D* that will be implemented in future versions of the program. The freedom to carry out independent research and hold myself accountable for meeting deadlines was a great segue into a grad school experience that I could not have received anywhere else. I would like to give credit to the whole Rocscience team for fostering such a wonderful learning environment. There are many individuals in this office that are experts in their respective fields of study and the chance to learn from them was a true luxury. My time at Rocscience was the co-op term that I was waiting for and I can't wait to see how the knowledge I gained here carries over into school, future co-op placements, and into my career.

If you are interested in a student internship at Rocscience Inc., be sure to contact us at: education@rocscience.com

Matthew LaPoint - My time at Rocscience was spent contributing to the new version of RS^3. With the guidance of team members, I was able to quickly become familiar with the project and begin making meaningful contributions to the software. I enjoyed the opportunity to work with interesting problems related to efficiently rendering supports in 3D. I even learned a bit about the geotechnical field along the way.

Jason Cheung - In my time with Rocscience, I was assigned to the RS^3 team in helping with initial stress testing. I coordinated between version 1 and version 2 of RS^3 to mimic scenarios where stress calculations could then be directly compared to verify that the current algorithm was working. I also helped with dialogue design and overall UI fixes. Ensuring that user-defined properties were being stored in the back-end and improvements and additions to the property library came along with the task of front-end design. I also developed the feature of adding loads to a model. I learned so many things working at Rocscience while also having a lot of fun. The experiences I gained here will be invaluable in the future.