



## Jace K. Priester, B.S. ME

<b>EDUCATION</b>	California State University, Fresno Bachelor of Science, Mechanical Engineering - May 2010 Pi Tau Sigma, Mechanical Engineering honors society charter member								
<b>PROFESSIONAL QUALIFICATIONS</b>	Fundamentals of Engineering Exam - April 2010								
<b>CERTIFICATIONS</b>	PhotoModeler photogrammetry training course/certification - 2009 FARO laser scanner training course/certification - 2014								
<b>PROFESSIONAL SPECIALIZATION</b>	Dynamics analysis Safety analysis Photogrammetric analysis and reconstruction 3D modeling and animation Accident reconstruction Computer simulations Software development Reverse engineering								
<b>EXPERT QUALIFICATIONS</b>	Qualified and testified as an expert witness in California State Court in the fields of accident reconstruction and computer graphics.								
<b>DEPOSITIONS</b>	<table><tr><td>08/2019</td><td>Diarte v. Bakersfield City School District</td></tr><tr><td>10/2018</td><td>Santos et al. v. Pacific Gas and Electric Company et al.</td></tr><tr><td>08/2016</td><td>Pacheco v. Hismeh Enterprises, Inc. et al.</td></tr><tr><td>02/2015</td><td>Peggy Hair v. City of Fresno/Ovations</td></tr></table>	08/2019	Diarte v. Bakersfield City School District	10/2018	Santos et al. v. Pacific Gas and Electric Company et al.	08/2016	Pacheco v. Hismeh Enterprises, Inc. et al.	02/2015	Peggy Hair v. City of Fresno/Ovations
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<b>TRIAL TESTIMONY</b>	<table><tr><td>09/2019</td><td>Diarte v. Bakersfield City School District</td></tr><tr><td>06/2008</td><td>Sloan v. Steele</td></tr></table>	09/2019	Diarte v. Bakersfield City School District	06/2008	Sloan v. Steele				
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<b>WORK EXPERIENCE</b>	<b>Principia Engineering, Inc.</b> 2022-Present <b>Forensic Animator</b> – Conducts inspections of scenes and vehicles including laser scanning and drone flights. 3D modeling, often for simulation purposes. Video analysis, motion tracking, and photogrammetric reconstruction. Production of physically accurate animations, including timing, speed, and line of sight analysis. Performs software and file format reverse engineering and forensic data analysis.  <b>Metal Realms</b> 2021-Present Artwork, welding, machining, CNC, and 3d printing. Custom design and fabrication primarily of off-road aftermarket parts including bumpers, tire carriers, roof racks, winch trays, and rock sliders. Using 3d reconstruction of client vehicles and 3d modeling to create custom designs and run FEA analysis prior to fabrication of certain parts.								

**J2 Engineering, Inc.**

2007-2011, 2017-2020

Consulting Forensic Engineer - Position as a Forensic Engineer. Conducted mechanical engineering analyses with emphasis on automobile accident reconstruction, mechanical failure analysis, and photogrammetric reconstruction techniques applied to forensic analysis.

**Threespace Imaging**

2011-2017

Owner and Photogrammetric Engineer - Employing digital photography, photogrammetry, and other methods to facilitate the reconstruction of vehicles, scenes, persons, equipment, and other real-world objects. These techniques are used to create physically accurate computer representations, including diagrams, 3D models, and animations, of objects and events. Work includes forensic analysis based on the results of computer modeling.

**PROFESSIONAL  
ACTIVITIES**

**Independent Research**

July 2011-2017

3D Reconstruction Research - Research and testing into photogrammetric techniques including image matching and correspondence, computer algorithms, computer vision systems, and structured light scanning systems. Research is being conducted with an emphasis on application to real world problems.

**Blender Foundation**

July 2012-2015

Moderator of Blender Services - Involved in managing online community outreach programs affiliated with the Blender Foundation.

**Blender Development**

November 2011-2015

Contributing Software Developer - Assisting the core development team and extensions team with software upgrades, bug fixes, and the addition of new or experimental features.

**MEETINGS/  
SEMINARS**

**Game Developers' Conference**

March 2012

**ARC-CSI Crash Conference**

May 2011

