

Jeff obituary by David Dickie:

Jeff Goldsmith passed away on Oct 1, 2021 after a three year battle with cancer.

Born August 12, 1961 In Niskayuna, New York, to Ilse S. Goldsmith nee Weinberg and Alfred Goldsmith, Jeff Goldsmith grew up in upstate New York. His first major experience with computers was in 1974, when he started a company which sold calculators programmed to run optical surfacing labs.

He gained a Bachelors in Computer Science from Rensselaer Polytechnic Institute in 1981 and a CS Masters in 1983, each with emphasis on Computer Graphics, primarily animation.

In 1983, he joined the Jet Propulsion Laboratory's (JPL) Computer Graphics Lab, mixing research and animation production. He was the lead on the Voyager at Neptune animation series, which was broadcast world-wide. While at JPL, he won several grants to study parallel processing and computer graphics, done with the Caltech Hypercube project. One of the results from that research was the speeding up of the hierarchical bounding box ray tracing algorithm. The resulting approach was one of the most popular ray tracing algorithms for many years, and was still in use over 20 years later.

In 1989, he joined the Computer Graphics Group at Caltech, graduating with a Masters in 1994. He helped produce most of the animation done there during those years. He also led the Caltech bridge team to consecutive second-place finishes in the continental intercollegiate championships. Ironically, RPI beat Caltech in the finals one of those years.

In 1994, he returned to JPL to do scientific visualization software. That software, Linkwinds, won the NASA software of the year award in 1996.

Five years later, in 1999, he left JPL to join Imagine Game Network (IGN), a new computer gaming centric web site, as a Principal Software engineer. He left IGN in 2012 to join Akamai, a leading content delivery network services provider for media and software delivery, working there until his death.

In addition to his career, Jeff was an avid Bridge player, ice dancer, Yankees fan, and player of board games. He achieved Platinum Life Master status and was widely recognized as developing one of the first Bridge oriented web sites with simulated scenarios, still available today at <http://www.Jeff-Goldsmith.com>

He leaves behind a brother, Stephen, and a community of board gamers, bridge players, RPI and Caltech alumni that will miss his intelligence, good will, and open acceptance of all who shared his passions.

Services will be held on Oct 8th at 3:00 pm at Mt. Sinai Simi Valley cemetery, Simi Valley FD-1745, 6150 Mount Sinai Drive, Simi Valley, CA 93063. Jeff wanted, in lieu of flowers, charitable donations. We suggest the USBF JR (United States Bridge Federation Juniors) program, which among other things provides support to the Caltech bridge club.

Here is a paragraph Jeff wrote about himself many years ago, and which defined him until the day he passed away.

People are too complicated to describe in one paragraph, but I see that I don't read more than that very often, so it's necessary to try. I'm bright, romantic, and in reasonable shape (for a desk jockey). I love intellectual stimulation. I listen to other people and expect them to listen back. I went to Rensselaer and Caltech, so if you are looking for someone with mainstream views, I'm probably not him. I spend a bunch

of time playing cards and games, particularly German board games; reading books; ice dancing; hosting dinner parties; and gourmet cooking. Not surprisingly, (see Caltech), I tend to be pretty good at those things, with the exception of ice dancing. Then again, the ice dance folks have very high standards, and it's easy enough to have a good time with the sport without being especially good at it. I don't watch television. I'd rather walk than drive, rather laugh than cry, and rather think than relax. I enjoy building things. Not carpentry---more abstract things like clubs, events, parties, interactive web sites, and other weird stuff. I'm a born and trained problem-solver; sometimes I find that hard to turn off. Getting me to stop thinking and just emote is pretty tough. You can find out more about me at my web site, which you'll have to find on your own.