

Skills/Knowledge

Languages	APIs/Libraries/Standards	Tools	Databases & Servers
<ul style="list-style-type: none">• C/C++• C#• Javascript• Python• Smalltalk	<ul style="list-style-type: none">• OpenGL ES2 WebGL)• Emscripten• HTML5 & CSS, SASS, LESS• Qt 5, WinForms• jQuery, Backbone.js, Grunt	<ul style="list-style-type: none">• Visual Studio• Unity3D• IntelliJ• XCode• Maya• Blender• Photoshop	<ul style="list-style-type: none">• MS SQL Server• MongoDB• NodeJS• IIS/ASP.NET

Education

Bachelors Computer Science, Colorado State University, Fall 2008.

Employment History

Autodesk (May 2014 - Present)

Responsible for graphics and application development on FormIt (<http://formit360.autodesk.com/>), a 3D modeller designed to run on iPad, Android, Web, and Windows Touch. My job involves a lot of cross platform OpenGL ES2.0 and WebGL development, although I've also worked on many general purpose features. Other aspects of the application I've been involved with include writing a collaboration server in NodeJS (for interactive collaborative editing on a model), sketchup import and FBX export, and a very significant chunk of the Windows QT-based interface.

Datu Health (November 2013 - May 2014)

Worked as a full stack developer on web applications primarily written in python and javascript with a java backend, with tornado, spring, and backbone.js being our primary web frameworks; and both SASS and LESS for frontend styling.

Markit On Demand (January 2009 - November 2013)

My primary accomplishment was creating a distributed searchable error reporting system across hundreds of servers for dealing with unexpected website errors, and then being able to reproduce the errors locally in a debugger by recreating the entire state of the application at the time of the error. It started as a side project, but quickly became so popular that it became indispensable to a development team of about 200 people. I also worked in the web engineering team on the proprietary web framework we use across client websites, as well as on cryptography and website authentication/security.

USGS/Colorado Water Resource Research Institute (Internship, Fall 2007 - January 2009)

I created 3d graphical visualizations of watershed and other geological data integrated into NASA's World Wind using Java and OpenGL.

Northern Natural Gas (Internship -- Summer 2005 & Summer 2006)

Created visualizations for gas pipeline systems in Smalltalk. I also created custom bindings to OpenGL in order to do more advanced effects since at the time visualworks lacked any opengl bindings.

Other/Open Source

- Wrote a Unity3D plugin on the asset store (<http://www.streetmkr.com/>)
- Created a reasonably useful SVG implementation in Python/OpenGL (<http://www.glsvg.com/>)