TATE A. LARSEN

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Contact Info
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EDUCATION

B.S., Dual Major   Dean's List   GPA: 3.50 / 4.0
Computer Science, Games & Simulation Arts & Sciences
Rensselaer Polytechnic Institute, Troy, NY   Expected Graduation: May, 2013

SKILLS

Proficient Languages: C++, C, PHP, Python, Lisp
Competent Languages: C#, Java, LUA, Perl, Ruby, SQL
Version Control: Git, Perforce, SVN
Build Systems: cmake
Operating Systems: Linux, Windows

PORTFOLIO

LOCATED AT **http://ahumm.net/**
LOCATED AT **https://github.com/ahumm**

EXPERIENCE

Adobe Systems Inc, Seattle, WA
Release Engineering Intern   6/11-8/11
- Wrote scripts for the purpose of heuristic analysis of automated builds.
- Wrote several scripts to assist fellow team members with various tasks.

Rensselaer Polytechnic Institute, Troy, NY
Help Desk Consultant   1/12-Present
- Assisted students and faculty with various software issues.
- Assisted with problems including virus removal, computer security, printer configuration, networking, OS installation and configuration, E-mail, and more

PROJECTS

Wold: Procedural World Generation   C++

- Procedural terrain generation through an implementation of Perlin Noise.

Tea and Muskets: An A-Symmetric RTS   C#
- An A-Symmetric RTS using the Unity 3D engine
- Primarily implemented Menus, GUI, Fog of War, and Player Controls