TATE A. LARSEN

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OBJECTIVE

Summer employment in software development, particularly in the development, programming, and testing areas of production in order to both further my knowledge of said processes and to acquire useful and lasting job experience in the field.

EDUCATION

B.S., Dual Major   Dean's List   GPA: 3.54 / 4.0
Computer Science, Games & Simulation Arts & Sciences
Rensselaer Polytechnic Institute, Troy, NY   Expected Graduation: May, 2013

SKILLS

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

PORTFOLIO

Located at **http://tate.paphus.com/**

PROJECTS

Wold: C++ World simulation project to gain group experience and implement several noise functions for use in terrain generation.

EXPERIENCE

Adobe Systems Inc, Seattle, WA
Release Engineering Intern   5/11-8/11

Wrote several scripts to regularly query a database for the purpose of heuristic analysis of automatic builds. Additionally authored numerous scripts to perform miscellaneous functions as needed by fellow team members.