

JASON ALEXANDER GRAALUM

☎ (971)275-3701 | 📍 Portland, OR

✉ alexgraalum@yahoo.com | 🌐 J. Alex Graalum | 📺 AlexGraalum

I am a recent college graduate with a Bachelor's of Science in Applied Computer Science seeking career opportunities that would further improve my software development capabilities and provide me with practical industry experience. My programming experience is focused toward C/C++ with the use of standard graphics libraries such as OpenGL and GLSL.

SKILLS

Programming Languages:	C/C++, C#, OpenGL, GLSL, Java, HTML/CSS, Assembly Language, Python
Programming Tools:	Unity, Unreal Engine 4, Linux/Unix, Git/Github, Visual Studio, Vim, LaTeX
Spoken/Written Languages:	German (Intermediate)

ACADEMIC PROJECTS

VR Construction Utility

Summer 2022

Unity/C#

Advisor: *Dr. Raffaele de Amicis*

CS 406 – Projects

- Developed an immersive Virtual Reality interactive building experience in Unity, designed to mimic the real-world interactions of plastic building blocks

Project Space

Fall 2021 – Spring 2022

C++ and OpenGL

Advisor: *Dr. Mike Bailey*

CS 462/463 – Software Engineering Project

- Developed a custom-made game engine using C++ and OpenGL with a small team
- Utilized AGILE and SCRUM during the software development lifecycle

Paper Toss Adventure 🎮

Spring 2022

Unreal Engine 4

CS 499 – Virtual & Augmented Reality Topics

- Developed an interactive Virtual Reality game in Unreal Engine 4 using the Blueprint system

EDUCATION

Oregon State University

Graduated September 2022

Bachelor of Science in Applied Computer Science

Relevant Coursework:

- CS 444 - Operating Systems

Explored principles of computer operating systems. Topics included concurrent processes, memory management, job scheduling, multiprocessing, file systems, performance evaluation, and networking.

- CS 458 - Data Visualization

Explored visualization design principles that are beneficial to cognitive learning and natural to human perception. Topics included graphs, trees, text, time series, and multivariate data.

- CS 450/457 - Intro To Computer Graphics/Computer Graphics Shaders

Used OpenGL to render 3D computer graphics including geometric modeling, lighting, shading, texture-mapping, and animation; Programmed graphics algorithms in the form of shaders which utilized lighting, opacity, image manipulation, bump-mapping, and displacement.

- CS 491 - CS Simulation & Game Programming

Used advanced computing topics to study applications for simulations and video games, including parametric lines, ray-triangle intersections, forward-/inverse-kinematics, rigid-bodies, keyframe animations, and particle systems.

Portland Community College

Graduated March 2019

Associate of Science

WORK EXPERIENCE

Lumen Learning

June 2017 - September 2017

Intern

Portland, OR

- Updated and composed support documentation in Zendesk, producing PDF files for use by online college services.
- Approved instructor accounts in OHM and approved faculty resources in Waymaker and Candela.