

<http://www.bkeys.org>
<https://github.com/ComradeKeys>
<https://www.gnu.org/software/gleem/>

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OBJECTIVE

To develop software in a highly collaborative environment, and to attain new technical knowledge.

PROFESSIONAL EXPERIENCE

Software Maintainer

September 2015 -

- Working on GNU GLeem involving: preparing project for distribution, switching the build system to the GNU autotools, and updating various libraries breaking legacy requirements.

OpenGL Class

March - August 2015

BYU-Idaho, Rexburg, ID

(Association for Computing Machinery sanctioned class)

- Developed new curriculum for teaching other students how to use the OpenGL programming API.
- Worked with students one on one answering various questions about OpenGL.

President of Linux Sociey

January 2014 - August 2014

BYU-Idaho, Rexburg, ID

- Developed curriculum surrounding the use of the GNU/Linux operating system, utilizing advanced FOSS tools.
- Taught advanced topics on the GNU/Linux operating system, kernel level maintenance, how to use the yum (now known as dnf) package manager, and how to use and administrate Red Hat based linux distributions.

EDUCATION

Computer Science

Brigham Young University, Rexburg, ID

January 2013 - August 2015

i3 Certifications

Certified in Microsoft Office Suite, Windows 7

May 2013

SKILLS

Programming Languages

C++14	L ^A T _E X	C11	HTML5 / CSS3
Java 8	Python 3	Javascript / jQuery	PHP
mySQL	Unix Shell		

Other skills

- GNU AutoTools
- Mobile development
- Web Development
- GNU/Linux operating system administration