David Niquette

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EDUCATION

Wentworth Institute of Technology, Boston, MA
Bachelor of Science in Computer Science Expected: August 2014
Cumulative GPA 3.14, *WIT Merit Award Scholarship*

RELATED COURSEWORK

Algorithm Design and Analysis	Computer Graphics	Mobile App Development
Compiler Design	Operating Systems	Software Design and Development

TECHNICAL SKILLS

Languages: C#, Java, C++, OpenGL, GLSL, Python, Javascript, Html, CSS, Sql, X86 Assembly,
Software: Visual Studio 2010-2012, GIT, Assembla, TeamCity, Jira, GitHub, Bitbucket, Microsoft Office, Eclipse

PROJECTS

Quadcopter: Spring 2014
- Interdisciplinary project between computer science and mechanical engineering
- Designed and implemented control station application using XNA and C#
- Wrote flight control system for BeagleBone Black
- 3D printed frame and assembled circuits

PRVR: Real-Time Graphics Demonstration Spring 2013
- Invested one month of work in C++, OpenGL and GLSL
- Received 2nd in the combined demo competition at The Gathering 2013
- Implemented procedural landscape using derivations of Perlin noise and GLSL shader language
- Applied bloom and vignette post processing using frame buffers

REM: Real-Time Graphics Demonstration Spring 2012
- Placed 3rd in the combined demo competition at the Gathering 2012
- Managed Graphics related matrices

WORK EXPERIENCE

High Street Partners, Bedford, Ma September 2013 – December 2013
Intern
- Developed business software using the Service Oriented Architecture design pattern
- Practiced the SOLID principles of Object Oriented Programming
- Worked closely with Quality Assurance to identify and resolve bugs
- Created integration and unit test for services
- Interviewed candidates for spring internship

Outracks Technologies AS, Oslo, Norway January 2013–April 2013
Intern
- Practiced principles of test driven development
- Wrote over 3000 unit test for Uno standard library
- Helped develop and test intelli-sense for Realtime Studio
- Developed product demonstration for Game Developers Conference in San Francisco
  - Collaborated with team of developers to simultaneously work on content
  - Created water simulation with reflection and rippling

Anthem Kitchen and Bar, Boston, MA September 2011 – present
Food Runner
- Managed bringing food from Kitchen to Customers
- Worked with colleagues to maintain an organized and proficient work environment

HOBBIES & INTEREST

Arduino, Raspberry Pi, Circuitry, Computer Graphics, Motion Graphics, Snowboarding, Skateboarding, Cooking