David Niquette

15 Euston Rd Boston, MA 02135
203-206-3344|niquetted@wit.edu

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
Assembly Language	Operating Systems	Linear and Vector Algebra

TECHNICAL SKILLS

Languages: C++, C#, Java, OpenGL, GLSL, Sql, X86 Assembly, Html, CSS
Software: Visual Studio 2010-2012, Tortoise GIT/SVN, Assembla, TeamCity, Jira, Microsoft Office, Eclipse, Aptana, SmartDraw

PROJECTS

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

Nitesco: Real-Time Graphics Demonstration   Spring 2011
- Worked with complex graphics oriented algorithms

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 – December 2012
Food Runner
- Managed bringing food from Kitchen to Customers
- Worked with colleagues to maintain an organized and proficient work environment

HOBBIES & INTEREST

Graphics programming, Graphic design, Motion Graphics, Arduino, Circuitry, Snowboarding, Skateboarding, Cooking