DUNCAN HOBBES WALTER

CODE, ART, or **BOTH?**

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PERFORMANCE & ELEGANCE

are not exclusive nor optional. They are complimentary & essential. In all my work, I strive to prove this.

EDUCATION

University of Oklahoma
Set to graduate with a Master's in Computer Science in the Spring of 2020. Current GPA of 3.45. Active member of OU's Software Studio and Game Developer's Association. Member of the Honors College, and recipient of the National Merit scholarship.

> I have dedicated time to mastering each layer of the application development stack. At lower levels, this encompasses advanced rendering techniques, database management, and server hosting. These give way to clean interfaces, unit testing, and succinct API surfaces higher up the stack.

PAST EXPERIENCE

Plow Technologies - Student Intern, Summer 2016
Onping, Plow Technologies' online product, presents live wellsite information to clients through custom dashboards. I expanded the web-API of Onping, created several new pages, and renovated its mobile presence. Onping's data is stored in no-SQL databases, served by Haskell, and presented through Angular JS with Twitter Bootstrap.

CURRENT PROJECTS

Roam - Lead Developer (Software Studio)
Roam is a hybrid application for discovering and curating events based on location. Built around Angular 2, Firebase, and Materialize.css, Roam is designed to be high-performance while targeting multiple platforms.

Gloo Kit - Lead Developer
Gloo Kit is an OpenGL powered set of tools for developing native applications of all kinds. Built around concurrency and the observer pattern, it is designed for performance and responsiveness without nuisance.

PROFESSIONAL INTERESTS

Browsers, Machine Learning, Golang, and Dynamic Typing

SKILLS

Languages
JavaScript, Java, C++, Haskell, HTML, CSS

Tools
Angular, OpenGL, Git, FireBase, Linux