

## Education

Community College of Baltimore County:  
Computer Science, Undergraduate.

## Technical Skills

Proficient with C, C++, Python, and C#

Experience with Linux and Microsoft Windows development environments

Experience with the POSIX subsystem and .NET framework

Experience with many well known APIs such as  
OpenGL (v3.3+), OpenSSL, Qt, and Boost C++ libraries

Experience setting up and using build systems such as  
Autotools, Make, CMake

Experience with Continuous Integration platforms such as  
TravisCI and Jenkins

Proficient with distributed version control systems such as  
Git, Mercurial, Subversion, and CVS

Experience working and collaborating on open-source software projects

Ability to adhere to coding standards and guidelines such as  
MISRA, JSF, NASA, and Google

Experience with L<sup>A</sup>T<sub>E</sub>X

## Projects

<https://ez3chi3l.github.io>  
Personal website

<https://www.github.com/redrifle/spectacle>  
A game engine written in C11 and OpenGL 3.3+ that utilizes procedural content generation

<https://www.github.com/redrifle/algorithms>  
Implementations of algorithms and data structures

<https://www.github.com/ez3chi3l/eternity>  
Image viewing/processing application in OpenGL

<https://github.com/ez3chi3l/Tallis>  
IRC bot with TLS and SASL support