

Elmer Melendez

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TECHNICAL PROFICIENCIES

Programming: C, C++, Bash, Python, JavaScript, Java

Tools: Git, Visual Studio, Xcode, Gerrit, Perforce, Android Studio

API: OpenGL, WebGL, Metal

Platforms: Linux, MacOS, Windows

EXPERIENCE

Qualcomm Technologies, Inc.

Summer 2017

Interim Engineering Intern

Boxborough, MA

Created and designed the framework for an in-driver visual overlay, used for debugging. The overlay helped visualize different tiling specific features.

- Worked on the Adreno GPU driver pipeline and learned how it renders graphics
- Exposed to virtual reality development and underlying mechanics
- Collaborated closely with the graphics team for successful project execution
- Took part in the critical steps codes goes through before being production: coding standards, code reviews, and testing

Advanced Micro Devices

Summer 2014, 2015, 2016

Co-Op Engineer: Mac 3D Team

Boxborough, MA

Worked with the Mac 3D team developing graphics benchmarks and competitive analysis. Produced a graphics renderer similar to OpenGL. Worked closely with Apple to solve bugs and performance issues.

- Developed benchmarks with OpenGL and Metal
- Collected and compared data on Radeon and NVidia GPUs
- Learned techniques for creating 3D graphics such rasterization, clipping, and lighting
- Diagnosed and solved bugs on MacOS related to the graphics driver
- Understanding of version control, code quality, and driver compilation

EDUCATION

University of Massachusetts – Lowell

Jan 2015 – Dec 2017

Bachelor of Science in Computer Science

Lowell, MA

Relevant coursework: Organization of Programming Languages, Computer Organization and Assembly Language, Computer Architecture, Operating Systems, Analysis of Algorithms, Mobile App Development, Mobile Robotics