

# Elmer Melendez

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## TECHNICAL PROFICIENCIES

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**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

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**Qualcomm Technologies, Inc.**

**Summer 2017**

**Interim Engineering Intern**

**Boxborough, MA**

Created and helped design the framework for an in-driver debugging visual overlay. The Visual overlay helped visualize a variety of 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 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 like OpenGL. Worked closely with Apple to solve bugs and performance issues.

- Developed Benchmarks on OpenGL and Metal
- Collected and compared data on Radeon GPU and NVidia GPU
- 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

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**University of Massachusetts – Lowell**

**Jan 2015 – Dec 2017**

**Bachelor of Science in Computer Science**

**Lowell, MA**

Relevant coursework: Organization of programming languages, Assembly Language, Computer Architecture, Operating Systems, Analysis of Algorithms, Mobile App Development, Mobile Robotics