

Elmer Melendez
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Skills

- OpenGL and Metal
- C and C++ Programming
- Mac OS development
- Unix software development
- Shell Scripting
- Xcode programming
- Understanding of GPU and CPU architecture
- Software optimization to improve GPU performance
- Software optimization to improve GPU performance
- Fluency in Spanish

Experience

AMD, Boxborough, Massachusetts

Co-Op Engineer for Mac 3D

Summer 2014 and 2015

- Created graphics benchmarks for Macs and provided competitive analysis.
- Developed graphics renderer from bottom-up.
- Produced graphics render with OpenGL and Metal.
- Learned techniques for creating 3D graphics.
- Diagnosed and solved bugs on MacOS related to the graphics driver.
- Worked closely with Apple to solve bugs and performance issues.

Franklin Pierce University, Rindge, NH

IT Department Assistant, Fall 2014

- Helped students fix or set up their computers, both Mac and Windows systems.
- Helped the department when setting up new computers and made sure that networks worked properly
- Took phone calls from students and managed a ticket system through which technicians were sent out as necessary.

Education

University of Massachusetts Lowell, Lowell, Massachusetts

Bachelor of Science in Computer Science

Expected 2017

Franklin Pierce University, Rindge, New Hampshire

Business coursework

2013 - 2014