Mark Swoope

markswoope@outlook.com
https://github.com/Protovision

Skills

Languages: C, C++, Lua, Python, HTML, CSS, Javascript, LaTeX

APIs: SDL, libcurl, json-c, zlib, minizip, POSIX

Tools: Vim, GCC, Git, Make, Valgrind

Experience

Teaching Assistant
California State University, San Bernardino
April 2016 - Present

Under the supervision of Dr. Turner: I prepared assignments, course websites, and often gave lectures for students learning C++ and web development.

Research Internship
University California, Santa Barbara
August 2015 - September 2015

Created an application for training serializable, neural networks for object recognition research using Lua and Torch. My mentor was Utkarsh Guar at the UCSB Center for Bio-Image Informatics.

Software Engineering Project Manager
California State University, San Bernardino
April 2015 - June 2015

Designed, assembled, and programmed an internet-enabled, Arduino device for a library occupancy tracking project initiated by Dr. Concepcion for the CSUSB Pfau Library.

Visual Novel Project
California State University, San Bernardino
August 2014 - September 2014

Used SDL, C, and Lua to develop a game engine and game code for a prototype Visual Novel while working with art students. The project was supervised by Dr. Turner.

Personal Projects

`socketstream`: Cross-platform, iostream-based, synchronous socket I/O for C++.
`moonbase`: A SDL-powered, graphical engine for Lua programs packaged in zip files.
`mht`: A traversable hashtable implementation for C.

Education

California State University, San Bernardino
Bachelor of Science in Computer Science (Fall 2012 - Present)