

# Rory Lindstrom

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GitHub: <https://github.com/RoryLindstrom78>

## EDUCATION

**University of California, Irvine**

**Irvine, California**

*B.S. Computer Science*

- **Related Coursework:** Intermediate level Python Programming, Object Oriented Programming and Python libraries, C++ Programming, Data Structures and Algorithms, Machine Learning and Data Mining, Computer Networks

## TECHNICAL SKILLS

- **Programming Languages:** Python (Proficient), C++ (Proficient), SQL (Proficient)
- **Tools:** Git, OpenGL, Figma
- **Operating Systems:** Familiar with Linux (Ubuntu) terminal for basic system operations, file management, and development environments
- **Frameworks / Libraries:** Tkinter, BeautifulSoup, NumPy, Pandas, matplotlib, ScikitLearn, ImGUI
- **Problem Solving:** Customer Service, Coding, Emergency Response
- **OOP:** Well versed in OOP specifically in the context of C++. Constructors, destructors, rule of 5, inheritance, polymorphism, etc.

## EXPERIENCE

**City of Ontario Recreation**

**Ontario, California**

*Lifeguard / Swim Instructor*

*2021 - Present*

- CPR and WSI certified through Red Cross
- Resolved registration and scheduling issues efficiently, applying analytical and problem-solving skills.
- Taught a variety of classes to various age groups of patrons, adapting quickly and effectively to new and unfamiliar situations
- Trained and mentored new lifeguards and swim instructors, providing hands-on guidance and ensuring they adapted to safety protocols and customer service standards.

## PROJECTS

**OpenGL 3D Engine**

**July 2025 - Present**

- Working on a 3D engine utilizing OpenGL for graphics and ImGUI for simple working GUI
- Implements various transformation tools, scene management, and lighting models.
- Have learned lots about the rendering pipeline, rendering equation, various lighting models (PBR, Ray Tracing) and how they work, and the intersection of Linear Algebra in Computer graphics
- Learned lots about the importance of clean code and code organization (OOP) in the context of a larger project than I'm used to
- Hope to implement PBR lighting and eventually Ray Tracing into the engine

**Machine Learning Dataset Exploration**

**May - June 2025**

- Worked with a team of 3 to explore a diabetes dataset and train models on it
- Utilized NumPy, Pandas, and matplotlib to visualize data, noticing trends and better understanding dataset
- Utilized various scikit learn models (feedforward neural networks, logistic classification) to predict A1C in patients based on data
- Hope to expand on the knowledge from this project by investing in learning more relevant frameworks like PyTorch or TensorFlow