Mackenzie "Mack" Smith

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Objective:

To expand my knowledge and experience of computer science related fields beyond the classroom.

Education:

South Dakota School of Mines and Technology (SDSM&T) Rapid City, SD
Bachelor of Science, Computer Science, Expected Graduation 2016

Projects:

1. Senior Design
   a. Virtual reality museum tour for the Dahl Arts Center in Rapid City, South Dakota developed using Oculus Rift and the Unreal Engine

2. Software Engineering
   a. Lead a team of students to develop a business plan for my own idea of an automated home system.
   b. Competed with other teams in a school-wide competition known as the Butterfield Cup
   c. Worked in a team to develop an online bug-tracking system (PHP)

3. Natural Computing
   a. Worked with one other student to develop an evolutionary program to evolve "lifeforms" on a planet based on a set of determining values (Python, C++)
   b. Wrote a series of swarm-based algorithms to solve a set of problems (Python, C++)

4. Computer Graphics
   a. Wrote multiple graphics programs including a solar system simulation, a fractal generator, and a pong game (OpenGL, C++)

Work Experience:

o Pancheros Mexican Grill in Rapid City   February 2015 - Present

Campus Activities:

o Pep Band 2012 – Present   Played trumpet and had fun
o eSports Association 2013 – Present   Event coordinator and secretary

References: See reverse

Mackenzie "Mack" Smith

Edward M. Corwin Ph.D.

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Michael Feliz

Project Lead at Synopsys

Tutored me in CSC

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