

## Trent Small

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Visit [lunagameserve.com](http://lunagameserve.com) for information / demos.  
*Last updated May 16, 2016*

- OBJECTIVE**      Seeking a career in interesting software engineering.
- EDUCATION**      *Bachelor of Computer Science*, University of New Mexico, Albuquerque, New Mexico,  
May 2016  
GPA: 3.2, 3.7 Technical
- SKILLS**      *Languages:* Java, Scala, Javascript, C#, C, C++, Scheme, Haskell, Ruby, SQL.  
*Desktop Technologies:* OpenGL, CUDA, .NET, L<sup>A</sup>T<sub>E</sub>X  
*Web Technologies:* Rails, MySQL, D3, React, Redux, WebGL.  
*Mobile Technologies:* Android.  
*Operating Systems:* Windows, Linux.  
*Hardware:* Arduino, Teensy, Raspberry Pi, WS2811 LEDs, LED arrays.  
*IT:* Network & Server maintenance, Internal support.
- EXPERIENCE**      *Computer Support Specialist*      August 2008 - May 2009  
Eldorado High School, Albuquerque, NM
- Provided technical support to all faculty
  - Assisted in technical troubleshooting / problem solving
- Computer Support Specialist*      June 2008 - January 2014  
Albuquerque Publishing Company, Albuquerque, NM
- Provided IT support to all employees
  - Maintained enterprise servers
  - Managed large quantity of technical equipment
- Robust Systems Researcher*      December 2013 - December 2014  
University of New Mexico, Albuquerque, NM
- Worked closely with UNM Professor D. H. Ackley on Google funded research project
  - Developed, maintained, and provided training for large general-purpose Cellular Automata Simulator
  - Wrote on robust systems
  - Traveled to speak on robust systems
- Software Engineer*      January 2014 - June 2014  
Sandia National Laboratories, Albuquerque NM
- Wrote high-visibility Ruby on Rails applications
  - Fixed older C++ applications to run on newer systems
  - Worked with customers on a daily basis to asses their needs
- Electroinc Arts / Sustainability Researcher*      March 2015 - May 2016  
University of New Mexico, Albuquerque, NM

- Worked with Andrea Polli and her research group on electronic arts projects around the world
- Built two large LED installations along with all software they run
- Wrote version of *Particle Falls* which runs on proprietary LED jumbotrons in Zagreb, Croatia

*Software Engineer*

March 2015 - Present

RiskSense, Inc., Albuquerque, NM

- Worked on an agile prototypes team
- Wrote D3 visualizations

**PUBLICATIONS** *Indefinite Scalable Computing = Artificial Life Engineering*  
Published in ARTIFICIAL LIFE 14, MIT Press, July 30 2014

**SCHOLARSHIPS** *VanDyke Scholarship*

December 2013

- Received highest grade in CS-351 during Fall 2013

**EXTRA-CURRICULAR ACTIVITIES**

Keyboardist, Saxophonist, Vocalist, Programmer for Ugly Robot *uglyrobotmusic.com*  
Performer, Producer, Programmer for Six/M *sixm.bandcamp.com*  
Shadertoy enthusiast *shadertoy.com/user/sixstring982*

**NOTABLE PROJECTS**

*MFmv2* December 2013 - December 2014 *http://github.com/Sixstring982/MFmv2*

- Large general-purpose Cellular Automata simulator
- Written for UNM under a Google research grant

*Flo*

November 2014

- Artificial Life kinetic art
- Juniper plant uses a neural network with camera input and servo motor output

*Hypnogram*

January 2015

- Projection art
- Owned by Ugly Robot, projects visual art over the band during performances
- Slit-screen technique used to stretch timing of effects

*Kinetic Form*

May 2016

- Twitter-Enabled kinetic sculpture
- Spheres suspended by servos can be raised and lowered in response to Twitter trends