

Trent Small

5404 Thomas Dr. NE
Albuquerque, NM 87111
505 · 379 · 1579 sixstring982@gmail.com
Last updated February 17, 2016

- OBJECTIVE** Seeking a career that will allow me to write interesting and enjoyable software.
- EDUCATION** *Bachelor of Computer Science*, University of New Mexico, Albuquerque, New Mexico,
expected May 2016
GPA: 3.2, 3.7 Technical
- TECHNOLOGY SKILLS** *Languages:* Java, Scala, Javascript, C#, C, C++, Scheme, Haskell, Ruby, L^AT_EX.
Desktop Technologies: OpenGL, CUDA, .NET,
Web Technologies: Rails, MySQL, D3, Mongo, Angular, WebGL.
Mobile Technologies: Android.
Software: Visual Studio, emacs, Git, Excel.
Operating Systems: Debian, Ubuntu, Mint, Arch, Windows.
Hardware: Arduino, Teensy, LED Strips, 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
 - Set up new computers
 - Maintained old computers
 - 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
 - Created hundreds of C[#] scripts / applications to assist in IT support
- 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
 - Worked with a team to design and deploy large applications

- Fixed older C++ applications to run on newer systems
- Ported older C++ applications to Java
- Worked with customers on a daily basis to asses their needs

Electronic Arts / Sustainability Researcher March 2015 - Present
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 SOFTWARE *MFMMv2* December 2013 - December 2014 *http://github.com/Sixstring982/MFMMv2*

- 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