Trent Small

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Visit 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, LaTeX
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