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**Martin Fracker, Jr.**  
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## EDUCATION

### Texas A&M University - College Station, TX

*B.S., Computer Science, Since Aug 2013*

Major GPA: 4.00

Overall GPA: 3.47

Expected to graduate May 2017.

Relevant computer science courses:

- CSCE 411, Design and Analysis of Algorithms
- CSCE 315, Programming Studio
- CSCE 314, Programming Languages
- CSCE 221, Data Structures and Algorithms

## PROJECTS

### High Noon / Game Designer and Lead Developer

**Feb 2016**

Coordinated graphics and user interface design. Oversaw integration of user interface and game rules implementations in the Unity 3D game engine.

### Cryptosecurity Suite / C++ Developer

**May 2015**

Using agile scrum and test-driven development, worked in a team of programmers to write various cryptography tools. Wrote a tool to hide and retrieve data from images and sound files.

### Database Management System / C++ Developer

**Apr 2015**

Designed and implemented a relational database management system as well as a simple SQL-like language using Boost libraries Spirit, Phoenix, and Fusion.

### E-Writer / Qt and C++ Developer

**Feb-Apr 2014**

Developed a fast and efficient word processor with a UI that facilitates high productivity without a mouse for a low-power Linux device. Obtained a finalist entry in the 2014 Raymond Ideas Challenge, winning \$1000 in the video competition.

## COMPUTER SKILLS

**Languages:** C, C++, Ruby, Java, Bash, Haskell, Lua,  $\text{\LaTeX}$ .

**Applications:** Emacs, Vim, Unity 3D, Git, JetBrains, Visual Studio.

**Operating Systems:** Linux, Unix, Mac OSX, Windows.

## ACTIVITIES

### Hullabaloo Band

*Trombone Player, Since Aug 2013*

Playing trombone in the pep band for Texas A&M University basketball and volleyball.