Walter Rasmussen

207-713-0902 walter.e.o.rasmussen@gmail.com

valalala.github.io

Objective:

To develop simple software solutions to complex real world problems and improve my own skill in a variety of subjects.

Education:

University of Maine Orono

   B.S. Electrical & Computer Engineering

Hebron Academy, Hebron Maine

Experience:

Senior Developer (September 2017 - May 2020)

VEMILab, University of Maine (Orono, Maine)

- Developed the mobile and PC apps for, and helped run, a study on the effect of map orientation on learning navigation routes.
- Developed an app for blind or visually imparied students to practice safe street crossing procedure in a virtual environment.
- Created tools that create Non-Manifold VR environments for use in Unity.
- Remotely taught a colleague a design and development process.
- Worked in a two person team to create a multiplayer VR dodgeball game using Photon.
- Continued the development of wayfinding research demonstration using a spaceship VR environment and the ability to view landmarks outside of the spaceship.
- Developed a VR environment for use in a spatial language research project.
- Developed a demo in which participants walk the plank of a pirate ship in VR.

Founder (August 2018 - April 2019)

KinoTek LLC. (Orono, Maine)

- Founded a start-up tech company.
- Architected a kinesiology visualization tool.
- Mapped out needed resources and future development.

Projects:

Blender to Unity Workflow
- Uses Blender to reduce polys, fix UVs, and create LODs automatically.

Intro to Robotics
- Controlled a 5 axis robot arm.

Introduction to Unix Systems Administration
- Created a server based temperature logger.
- General Linux scripting and automation.

Computer Architecture and Organization
- Programmed an FPGA board to run a five stage pipeline processor.

Embedded Systems
- Created a Raspberry Pi timelapse capture controller.
- Used a Raspberry Pi to control various peripherals: i2c, SPI, etc.

Senior Project
- Designed and built a Theremin

Introduction to Software Engineering
- Developed as a team, hour reporting middleware.

Digital Signal Processing
- Designed digital filters.

Other Experience:

Field Data Collector (June 2016 - August 2016)
John E. O'Donnell & Associates, Inc., Municipal Consultants (New Gloucester, Maine)
- Collaborated with homeowners to collect data about home interiors.
- Measured and recorded the dimensions and conditions of houses.
- Constantly improved efficiency of visits to properties by learning measuring shortcuts and organizing data.
- Entered data relating to property visits in a Microsoft Access database.

Assistant Sailing Instructor (Summers 2012 - 2013)
Taylor Pond Yacht Club (Auburn, Maine)
- Helped teach a class of 15 - 20 young teens .
- Assured student safety during strong winds by towing them to the dock or by boarding their boat and guiding them to the dock.
- Assisted in the recovery of capsized boats by attaching a tow cable to the submerged boat.

Skills:

Programming Languages: C, C++, C#, Python, Assembly, Java, Javascript, Perl
Software: Unity, Blender