

Sole Developer Sole Developer Sole Developer - UNIVERSITY OF NEW MEXICO Albuquerque, NM Graduated in December 2015, University of New Mexico College of Engineering with a BS in Computer Science. I possess an in-depth knowledge of computer science theory, several programming languages and have a logical, practical, and creative approach to problem solving. I am decisive and organized and strive to excel at team building critical to advancing overall goals and objectives.

Work Experience Sole Developer UNIVERSITY OF NEW MEXICO April 2015 to Present 04/15 - Present] Research capabilities of Epson Moverio BT-200 Smart Glasses Sole Developer of 3D art application utilizing BT-200 Glasses WEB APPLICATION DEVELOPER April 2014 to June 2015 Improve application that mines user information from Facebook (with permission) to visualize and assist users in improving privacy Took over project from PhD student, working as sole developer for more than 1 year UNIVERISTY OF NEW MEXICO ARTS LAB September 2014 to December 2014 Precursor work to Epson BT-200 project Use Oculus DK2 alongside Vicon Motion Capture Cameras to develop 3D paint program VIRTUAL REALITY GAME DEVELOPER UNIVERSITY OF NEW MEXICO DEPARTMENT OF CS August 2014 to December 2014 Independent Study with professor at the Art Research Technology Science (ARTS) Lab Used Unity and Maya to develop an interactive virtual art museum LAB INSTRUCTOR PYTHON CLASS UNIVERSITY OF NEW MEXICO DEPARTMENT OF CS January 2013 to May 2013 Hybrid class where I presented in person weekly lecture Gained knowledge of more effective communication of technical material Education BS in Computer Science UNIVERSITY OF NEW MEXICO - Albuquerque, NM December 2015 Links <https://sites.google.com/site/cottinoresume> <https://www.linkedin.com/pub/christopher-ottino/b2/b69/387> Additional Information COMPUTER SKILLS Languages Proficient in: Java, C++, C#, Javascript, PHP, SQL, HTML, CSS. Very capable of communicating technical information. Proficient in web development utilizing JQuery/Ajax, PHP, AWS, and SQL and NoSQL for database management. Experience in: Graphical programming, openGL, D3, Ruby on Rails, Hadoop, Spark, Mahout and various types of Big Data processing. Experience in website design and programming, android app development, genetic algorithms, parallel processing, different types of game development, and various types of

graphical programming. Limited experience with Scheme (specifically Racket), Haskell, CUDA, MPI and OpenMP.

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