

ANTHONY SANDRIN

sandrin.me - anthony@sandrin.me

Education

University of Waterloo - Bachelor of Computer Science Candidate 2019

2A Computer Science - 91.4% CAV - Term Dean's Honours List Fall 2014, Winter 2015

Experience

Software Developer, Primate Labs, May 2015 - August 2015

- Used C++ and x86 Assembly to develop performance critical benchmarking workloads.
- Programmed for GPGPUs using CUDA, OpenCL, and OpenGL Compute Shaders.

Programming Skills

Proficient With

C++ - C - x86 Assembly - CUDA - OpenCL - OpenGL - GDB/LLDB - OSX - Linux - Git

Knowledgeable With

Java - Javascript - CSS - HTML5 - C# - Lua - Ruby - Python - Perl - Scala - Haskell

Projects

XKCD Widget - January 2015

An Android home screen widget that displays the latest XKCD comic. Available on Github.

C Memory Allocator - December 2014

A memory allocator for Unix operating systems written in C. Available on Github.

Mech Wreck - December 2013

A multiplayer, cross-platform Android/Desktop game written in Java using OpenGL.

Other Projects - June 2010 - Present

Developed through a combination of self-education and experimentation

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|-----------------------------------|-------------------------------|
| - CHIP-8 Emulator - C++ | - OpenGL Window Library - C++ |
| - Space Invaders Clone - Java | - Dwarf Fortress Clone - Java |
| - Wheel of Fortune Game - Android | - Tanks Clone - C#/XNA |

Open Source Contributions

Atom Text Editor - August 2014

Improved the support for vi commands in the Atom text editor, written in Coffeescript.

Hackathons Attended

HackMIT 2014 - UofT Hacks 2015 - McHacks 2015 - Hack Western 2015