

Arden Rasmussen

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<https://github.com/LuxAtrumStudio>

Education

- 2012–2016 **High school**, *Earl Wooster*, Reno, NV.
Graduated with International Baccalaureate degree with focus in Math, Chemistry, and Physics.
- 2016–2020 **BS**, *Lewis & Clark*, Portland, OR.
Majoring in Computer Science & Mathematics and Physics. GPA: 3.45

Experience

- 2016–2016 **IT**, *Lewis & Clark*, Portland, OR.
Working at the resource lab with Adobe suit, and assisting students and professors with computers.

Programming Languages

C++	Expert	9 years
C	Expert	2 years
Python	Intermediate	2 years
Vim Script	Beginner	1 year
Java Script	Beginner	1 year

Programming Tools

- Documentation Skilled at creating documentation for source code.
- Unit Testing Experienced at creating unit tests

Skills

- Curious I will work hard until I can understand the task at hand to the best of my ability.
- Initiative I take action to find solutions to problems
- Focused I am extremely focused on the task at hand until it is completed.
- Adaptable I can quickly adapt to working in new teams

References

Name	Email
○ Tom Hertwick	thertweck@unr.edu
○ Bruce Campbell	RBCampbell@washoeschools.net

1

I was first exposed to computer science nine or ten years ago, from my older brother, who began programming around then. Ever since then I have developed my skills, through personal challenges. I have pushed myself through the use of setting personal goals, or projects that I have a desire to create. My own hunger for knowledge has pushed me to teach myself new programming languages when different circumstances arise, then my curiosity pushes me to develop equivalent solutions in several different methods, to determine the best solution of a set of problems. For tasks that I was not able to determine on my own, I sought out assistance from my peers, so that I would be able to comprehend the best solution in the future.

2

The languages that I know best is C++. I have been using C++ for the past nine years, where I have taught myself everything that I know. I have significant skill in optimizing C++ code, for the fastest optimum methods. Some of the significant projects that I have embarked on are as follows. I have created a program that used various methods for the Traveling Salesman problem, and compared the theoretical time complexities, as well as their actual time complexities. I then have also created a fully functional 2D graphics engine utilizing the OpenGL libraries. I also have an in-depth knowledge of much of the standard library, and the formatting of the functions and classes. I use my knowledge of the standard library to improve the efficiency of my classes, and algorithms. I have also begun the development of a basic language parser in C++, to better understand the process which languages are compiled to machine code. All of my code follows the Google C++ style guide, to improve readability, and much of it uses Doxygen for comments and documentation generation.

3

My background for computer science is all of my own creation. Everything that I have learned was done through trial and error. Unlike learning from classes, I know why I use everything that I do, because it took many hours before I came to the eventual solutions that I do, I am not given the correct method to work to. Everything that I know came from some project that needed some new solutions, and I had to determine those solutions on my own, without a crutch that I could use when things got too difficult. Because of this I have great perseverance, and will not give up on an issue until every possible solution has been exhausted.

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- I am currently enrolled in:
 - Computer Graphics
 - Differential Equations
 - Discrete Mathematics
 - Physics III: Electricity & Magnetism
- I plan on enrolling in:
 - Advanced Computer Graphics
 - Calculus 4
 - Complex Variables
 - Physics IV: Thermodynamics and Statistical Mechanics

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I am a part of the following clubs:

- Math club
- Physics club