

# Arden Rasmussen

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📄 <https://github.com/LuxAtriumStudio>

## 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: 3.64

## Experience

- 2016–2016 **IT**, *Lewis & Clark*, Portland, OR.  
Working at the resource lab with Adobe suit, and assisting students and professors with computers.
- 2016–2018 **Grading**, *Lewis & Clark*, Portland, OR.  
Grading for a selection of the Physics, Computer Science, and Mathematical courses.

## Programming Languages

C/C++	<b>Expert</b>	10 years
Python	<b>Intermediate</b>	4 years
Javascript	<b>(React, Node.js, Express.js) Intermediate</b>	3 year
OS	<b>(Linux, Windows) Expert</b>	8 years
GPU	<b>(OpenGL, OpenCL, CUDA) Intermediate</b>	2 years

## Relevant Courses

Physics	Math	CS
○ Electricity & Magnetism	○ Real Analysis	○ Artificial Intelligence
○ Computational	○ Complex Variables	○ Computer Graphics
○ Quantum	○ Differential Equations	○ Theory of Computation
		○ Computer Architecture

## Relevant Projects

- Lexici I constructed an algorithmic and historical comparison of 20 different programming languages.
- Ray Tracer I programmed an implementation of a ray tracer, incorporating retractions, reflections, and model loading.

- Chat Client I developed the frontend and backend of a chat server, implementing rich text messages.
- Mathematical I created an interpreted language for evaluating arbitrary mathematical expressions, with arbitrary precision.
- FEM Independent research into the mathematics and developing an implementation of finite element method.

## References

Name	Email
○ Michael Broide	broide@lclark.edu
○ Jeffrey Ely	jeff@lclark.edu
○ Paul Allen	ptallen@lclark.edu