

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++	Expert	10 years
Python	Intermediate	4 years
Javascript	(React, Node.js, Express.js) Intermediate	3 year
OS	(Linux, Windows) Expert	8 years
GPU	(OpenGL, OpenGL, Cuda) Intermediate	2 years

Relevant Courses

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

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
○ Tom Hertwick	thertweck@unr.edu