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: 3.64

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
		○ 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