

ANTHONY ROSSI

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Education

Cal Poly San Luis Obispo *B.S Computer Science, School Of Engineering, 3rd Year*

Personal Experience/Projects

Working In A Linux Environment *Summer of 2022-23*

- Working on and modding an old ThinkPad x220
- Developed experience in a Linux environment
- Understood more of the system and hardware behind laptops and the UNIX system

Working Within Godot To develop a small game 2023

Small Platformer

- Introduced a new atmosphere for programming
- Helped develop an understanding of working on big projects

Tape Archive Program in C 2023-2024

I developed a tape archive following the USTAR header format in C programming language. has the functionality to

- archive data in USTAR header format
- Extract data from an archived file
- list files and directories contained within an archive

3D Perlin & Sin Wave Visualizer 2024

Wave simulation made using C++ along with OpenGL graphics library, GLSL to write shaders, and GLFW/DEAR GUI for keyboard support and GUI

- Has dynamic lighting with ambient, specular, and diffusion replication
- Procedural plane generation with customizable division amounts.

Work Experience

Summer Job For Uncle *Summers of 2017 – 2019*

Gardner

- Watered a garden of plants daily
- Helped teach discipline at an early age waking up early to work
- Exercised researching into a subject I wasn't familiar with

Skills

Programming Languages:

- | | |
|----------|----------|
| - Python | - Java |
| - C | - RISC-V |
| - C++ | - Racket |

Software:

- Linux, Windows, MacOS, OpenGL, GLFW

Relevant Courses:

- | | |
|--|-------------------------|
| - Data Structures | - System Programming |
| - Computer Organization | - Discrete Structures |
| - Object Oriented Programming and Design | - Computer Security |
| - Software Engineering | - Algorithms |
| | - Programming Languages |