BRENDAN WHITFIELD

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EDUCATION

Rochester Institute of Technology
B.S. New Media Interactive Development
Minor in Free and Open Source Software
3.75 / 4.00 (expected 2016)

LANGUAGES

C++
Python
C#
Java
JavaScript
HTML 5
CSS 3

TECHNOLOGIES

Git
Linux
SDL
jQuery
Flask
Backbone.js
Node.js
PostgreSQL
Arduino
Raspberry Pi

SKILLS

Computer Science
OOP - Searching - Sorting - Hashing

Mathematics
Fundamental Calculus - Geometric Computation

Physics
Computational Kinematics and Dynamics - Fundamental
Electrical and Optical

INTERESTS

Open Source Software - Data Visualization - Reverse
Engineering - Laser Show Projection - Building Pipe
Organs - Artistic Glass Working

PROJECTS

LZR
Laser show graphics library written in C++. Handles
animation and hardware I/O on Linux, and can drive laser
show projectors via ZeroMQ.

python-OBD
Python module for accessing real time engine data from a
car's OBD-II diagnostics port. Provides an API for sync
and async communication with the vehicle.

C-Graph
Call graphing utility for C, integrated with GitHub. Written
with Node.js and visualized with D3.

EXPERIENCE

UNICEF Innovation Unit   2015 June - August
Front & back end web developer for an experimental job
matching portal. All work is open source, and was forked
from 18F (government software agency). Worked remotely
with UNICEF to design and implement a prototype website
that allows users to apply for job opportunities.

SwipeToSpin   2014 June - August
Front & back end web developer for 3D product
visualizations. Implemented several UI refits, as well as
new interfaces for user management and settings.
Developed server applications for continuous content
management.

Programming TA   2012 November - February
Teaching assistant for RIT's intro to programming course.