BRENDAN WHITFIELD

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Rochester, NY, United States

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 TECHNOLOGIES

C++Git. Linux Pvthon C# SDL Java **jQuery JavaScript** Flask HTML 5 Backbone.js CSS 3 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

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

2015 June - August

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 RITs intro to programming course.