



BRENDAN WHITFIELD

Programmer & Interactive Developer

Education **Rochester Institute of Technology**
B.S. New Media Interactive Development
Minor in Free and Open Source Software
GPA: 3.75 out of 4.0
(anticipated 2016)

Full-time **Seeking**
Creative Software Development

Projects **LZR**
Laser show graphics library written in C.
Handles animation and hardware I/O on linux,
and can drive laser show projectors via ØMQ.

python-OBd
Python module for accessing real time
engine data from a car's OBD-II diagnostics port.

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

For more information, visit **brendan-w.com**

Languages	Technologies
C	Git
C++	Linux
Python	SDL 2.0
C#	Arduino
Java	Raspberry Pi
Javascript	jQuery
HTML 5	Flask
CSS 3	Backbone.js
Actionscript 3	Node.js
	Blender
	Adobe CS

Skills **Computer Science**
OOP, Searching, Sorting, Hashing

Mathematics
Fundamental Calculus
Vector and Geometric Computation

Physics
Computational Kinematics and Dynamics
Fundamental Electrical and Optical

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

UNICEF Innovation Unit (2015 June - August) **Experience**
Javascript - Node.js - Backbone.js - OpenShift
Front & back end web developer for an experimental job matching portal. All work is open source,
and was forked from a similar project by 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)
Python - Javascript - Flask - AWS
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.

Upon Request **References**