

# Corbin Gruber

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## CONTACT INFORMATION

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## WEBSITE/PORTFOLIO

corbingrbr.github.io

## EDUCATION

**California Polytechnic State University**, San Luis Obispo, CA  
Bachelor of Science in **Computer Science**

*Anticipated* December 2016

## QUALIFICATIONS

- **Fluent:** C++, Java, JavaScript(jQuery, React), HTML, CSS, Python, C, Assembly, SQL
- **Tools:** Git, make, cmake, LaTeX
- **Graphics:** OpenGL, WebGL, Adobe Photoshop
- **Platforms:** Linux(Ubuntu), Mac OS X

## RELEVANT COURSEWORK

Advanced Rendering Techniques  
Design and Analysis of Algorithms  
Programming Languages  
Cryptology  
Database Systems

Real-Time 3D Computer Graphics Software  
Computer Architecture  
Theory of Computation  
Program Logic/Microprocessor Based System Design  
Operating Systems

## EXPERIENCE

**Cal Poly Chemistry Department**, San Luis Obispo, CA  
*Software Engineer*

Summer 2016

- Worked closely with a professor to materialize their vision of a tool for education.
- Produced interactive software for viewing cubic Bravais lattices to assist students in their spatial comprehension of the topic.

*Software Engineer*

Summer 2015

- Developed an interactive educational environment for introductory chemistry concepts.
- Created visualizations for ionic bonding, the Bohr electron model, and parts of the periodic table.

**Cal Poly Corporation**, San Luis Obispo, CA  
*Software Engineer*

Summer 2015

- Integrated a REST database storing geographical content with CesiumJS for data visualization with respect to Earth.

## PROJECTS

### Flood Fill

- Developed a voxel-world puzzle game with three teammates in C++ using OpenGL.
- Responsible for collision detection, user interface, and level design.

### Ray Tracer

- Designed an image rendering process for given scene descriptions.
- Lighting techniques employed include reflection, refraction, and global illumination.

### Reconfigurable LED Poi

- Designed hardware incorporating Atmel 8-bit AVR, SPI Flash memory and battery charging circuitry.
- Developed website for pattern creation using jQuery.