

Alec Iverson

Gilbert, AZ

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Experience

SSG - Software Intern at Intel Corporation

June 2015 - Present

I develop software primarily in the realm of computer vision, targeting a mix of mobile and desktop platforms.

Computer Science Tutor at Chandler-Gilbert Community College

January 2015 - Present

I assist students taking Computer Science classes with their schoolwork and preparing for exams.

Open Source Programmer

2010 - Present

I develop and assist open source software in my spare time (<https://github.com/dabbertorres>)

Electives Teacher at ClearView Academy

August 2013 - January 2015

I taught high school level classes: Computer Programming, Physics, Algebra, Pre-Calculus, and Calculus. In addition, I was the on-site technical support.

Education

Chandler/Gilbert Community College – Computer Science

Completing Gen Education requirements before transfer to ASU

May 2014 – Present

Colorado School of Mines – Computer Science

August 2011 – May 2012

Volunteering

AYSO Referee

August 2007 - December 2007

Achievements

Eagle Scout - Boy Scouts of America

Projects

Swift2 (<https://github.com/dabbertorres/Swift2>)

A 2D game development framework written in C++ with included support for scripting via Lua.

LNA (<https://github.com/dabbertorres/LNA>)

An easy to use and largely template-based C++ 14 library for exposing code between C++ and Lua, and does not require the usage of RTTI functionality in C++.

SomeVM (<https://github.com/dabbertorres/SomeVM>)

Experimental virtual machine in C++ with a custom assembly-like language.

Skills

C++, C, C#, Java, Lua, Python, JavaScript

OpenGL, SFML, Windows, GNU/Linux, Intel RealSense