Alec Iverson

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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)

Education

Chandler/Gilbert Community College – Computer Science
  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

3D Object Insertion (SSG – Software Intern at Intel)
  Lead developer. Used Intel RealSense and ffmpeg to capture videos containing depth information, and enabled the extraction and insertion of objects from and to these videos, using the depth for three dimensions.

XDM Windows Explorer Extension (SSG – Software Intern at Intel)
  Lead developer. Identified eXtensible Device Metadata images containing Intel RealSense depth data, parsed the metadata, and made it available to Windows Explorer.

IKEA Object Identification (SSG – Software Intern at Intel)
  Lead developer. Used Intel RealSense and a neural network to identify pieces and components of IKEA furniture.

Secure PIN on Glass (SSG – Software Intern at Intel)
  Used Agile. Used Intel SGX to create a proof of concept application for a user to securely enter a PIN for a credit card.

Swift2 (Open Source Programmer, https://github.com/dabbertorres/Swift2)
  A 2D game development framework written in C++ with included support for scripting via Lua.

LNA (Open Source Programmer, 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 (Open Source Programmer, 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