Daniel Lister

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Education

2010–2012	**Master of Science**, *University of Toronto*.
	Specializing in Theory of Distributed Computing
	Thesis: *A Pedagogical Presentation of the BG-Simulation*
	Advisors: Sam Toueg and Vassos Hadzilacos
2005–2009	**Honours Bachelor of Science**, *University of Toronto*, With Distinction.
	Computer Science/Physics Double Major with Math Minor

Experience

2013–2015	**Lead Software Developer**, *Geomechanica*.
	Lead development of Irazu, software for finite discrete element (FDEM) simulation
	Implemented FDEM algorithm on the GPU using OpenCL for significant performance gains
	Oversaw the development of the Irazu GUI
2009–2010	**Software Developer**, *University of Toronto Computational Biology Lab*.
	Developed saftware for analysing DNA sequences
	Implemented as a parallel algorithm using OpenMP for significant performance gains
	Administration of lab computational resources
2008–2009	**Software Developer**, *University of Toronto Citizen Lab*.
	Developing and using software to analyze internet censorship around the world

Technical Skills

Languages	Python, C/C++, OpenCL, C#, Java, Bash Scripting
Tools	Git, SVN, GDB, Valgrind, pdb, cProfile
IDEs	PyCharm, Eclipse, MonoDevelop
OS	Linux (Debian and derivitives), Windows
Administration	Lighttpd, DokuWiki, ownCloud, Linux system administration

Game Design and Development

Engines	Unity, Custom Python Engine (AwesomeEngine)
Portfolio	Game Jam games: `www.dlister.ca/game-jams/`