Daniel Perry

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Software Development and Related Skills
-Languages: C++, C, Java, Perl.
-Environments: Emacs/gcc in Unix.
Visual Studio in Windows.
-Website/Related: Latex, HTML/JavaScript and PHP/MySQL.

Education
Bachelor of Science, Computer Science May 2007
University of Utah, Salt Lake City, UT 3.4 GPA
Pursuing an Honors Degree with thesis.

Related Coursework
-Honors Intro to Computer Graphics - Simple ray tracing and software z-buffer rendering.
-Advanced Computer Graphics I & II – More advanced ray tracing (acceleration structures, basic Monte Carlo methods, sampling/filtering) and OpenGL/Cg programming (graduate courses).
-Computer Systems and Operating Systems – hard/software interface, OS concepts and implementation, optimization.
-Algorithms and Data Structures – basic understanding of trees, heaps, sorting, algorithm design/efficiency.
-Network Security – cryptography, shared key systems , public/private key systems, current implementations.
-Machine Learning – various topics including decision trees, artificial neural networks, bayesian learning.
-Math - Calculus series, Differential Equations, Linear Algebra, Probability, Numerical Analysis.

Honors
-University Honors at Entrance Scholarship
-Engineering Scholars Program
-Tau Beta Pi Engineering Honors Society
-Evans and Sutherland Scholarship, for excellence in computer graphics and expert systems.
-High Honors High School Graduate - 3.949 cumulative GPA, in the top 10% of class.
-Eagle Scout Award.

Experience
Verizon FNS, Columbia, MD
June 2005 – March 2006
Summer Intern/Part time employee. Helped design and implement a management system for a distributed network of sensor computers. Specific tasks involve Linux server setup and maintenance, Perl scripting for monitoring and data collection. General problem solving with operating system, networking, and programming.

SCI Institute, University of Utah, Salt Lake City, UT
September 2004 – March 2005
Staff Research Assistant. Worked on a user study of different visualization techniques, written in Java. Also, minor assistance with a new 2D vector field visualization tool, using reaction-diffusion simulation on a GPU, written in C++/Cg.

SCI Institute, University of Utah, Salt Lake City, UT
August 2001 – May 2002
Undergraduate Participant through the Engineering Scholars Program. Implemented a metal surface type for the real-time ray tracer. Minor participation in projects using the SCIRun (medical imaging) software and MRI's.

Volunteer Experience
June 2002 – June 2004, Sonora Mexico
Volunteer Religious Missionary
-Learned the value of hard work, dedication and teamwork.
-Various leadership experience.
-Obtained fluency in Spanish.