# Daniel Perry

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**Software Development and Related Skills**

- Languages: C++, C, Java, Perl, Python, HTML/JavaScript.
- Technologies: MPI, pthreads, OpenGL, Cg, Swing/SWT.
- Environments: Emacs/gcc. Eclipse. Visual Studio.

**Education**

Master of Science/Bachelor of Science, Computer Science, May 2008
University of Utah, Salt Lake City, UT
Honors Bachelors Degree with thesis option.
Masters Degree with thesis option.

**Related Coursework**

- Computer Systems and Operating Systems – hard/software interface, OS concepts and implementation, optimization, computer architecture (processor, memory, and system design), network game design (distributed systems).
- Machine Learning – decision trees, artificial neural networks, bayesian learning, natural language processing.
- High Performance Computing – cluster programming (MPI), work distribution, thread/process programming (pthreads).
- Networking/Security – network stack model, tcp/udp/ip protocols, http/smtp protocols, cryptography, shared key systems, public/private key systems, current implementations.
- Computer Graphics – software z-buffer rendering, advanced ray tracing (acceleration structures, basic Monte Carlo methods, sampling/filtering) and OpenGL/Cg programming.
- Algorithms – basic understanding of data structures, sorting, algorithm design, efficiency, automata, and lambda calculus.
- Math - Calculus series, Differential Equations, Linear Algebra, Probability, Numerical Analysis.

**Work Experience**

Blue Coat Systems, Draper, UT
November 2007 – Present
*Software Engineer Intern*. Responsible for the maintenance of and enhancements to software for Blue Coat WebFilter operational infrastructure and associated web-based dashboards and other tools.

Geometric Design and Computation Group, University of Utah, Salt Lake City, UT
September 2006 – Present
*Research Assistant*. Helping to explore new methods of solving geometric constraint problems through literature research, evaluation of new approaches (prototyping), and writing up the results.

Discover Financial Services, Salt Lake City, UT
April 2006 – August 2006
*Summer Intern in Business Technology Department*. Assisted in evaluating the migration/integration of a Java Swing based client-side application into a Java Eclipse RCP (SWT) based application through research and prototyping. Assisted the team in test and production builds using their internal make and code versioning system.

Verizon Federal Network Systems, 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. Minor assistance with a new 2D vector field visualization tool, using reaction-diffusion simulation on a GPU, written in C++/Cg.

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**Word Experience (continued)**

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 (C++). Minor participation in projects using the SCIRun (medical imaging) software and MRI's.

**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 - top 10% of class.
- Eagle Scout Award.

**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.