DEREK JONES

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Education

- Barrett, The Honors College at Arizona State University—Tempe, AZ
 - Bachelor of Science in Computer Science May 2017
 - Ira A. Fulton Schools of Engineering
 - ASU Provost Scholarship 8 Semesters

Qualifications

- Excellent problem solving skills
- Experience using Git and bug trackers in a production environment
- Strong written and verbal communication skills developed through team projects and presentations
- Computer Languages and Environments:
 - Proficient in C and C++
 - Experience with Java, OpenMP, MPI, Bash, Gnuplot, and LaTeX
 - Exposure to Python, Go, Javascript, SQL, and Matlab
- Operating Systems: Windows, UNIX/Linux (Arch, Redhat, Ubuntu)

Work Experience

- Software Engineering Intern—Lawrence Livermore National Laboratory, High Energy Density Physics May 2016 – August 2016
 - Implemented and analyzed various acceleration structures for use within LLNL's Monte Carlo Particle Transport Code, Mercury
- Software Engineering Intern—ViaSat Inc.

May 2015 – *August* 2015

 Designed, implemented and tested an Android collaboration application tailored for operation over satellite networks

Projects

- Virtual Reality Visualization of Monte Carlo Particle Transport—Honors Thesis, C++ 1 Person, WIP
 - In a collaborative effort with the Lawrence Livermore National Laboratory, I am creating a virtual reality visualization of Mercury utilizing a HTC Vive
- api-taco—Pennapps XII, Go 2 People
 - Developed a RESTful api running on the Microsoft Azure cloud which would query user specified elements on web pages and store a history of all changes to that element for the user to later retrieve
- snackbot—Viasat Intern Hackathon, Java/Python 4 People
 - Using a Raspberry Pi and an RC car, developed, with a team, a robotic car which would receive snack orders from an accompanying Android App. The car would then navigate to the user to deliver the snack

Competitions

- SuperComputing 15 Conference—Student Cluster Competition 2015, Arizona Tri-University Team
 - Collaborated with four other students to compile and run LINPACK, Trinity, WRF, MILC, HPC
 Repast and HPCG in a UNIX environment using the Slurm workload manager
 - Competed to compute the provided data sets in the fastest time over a three day period
- ASU Programming Competition 2016—1st Place Overall
 - Collaborated with two teammates to solve logic problems in C++