Corbin Martin

Software Developer

Personal Details:

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Experience :

Kintsugi Systems as a freelance intern - (April 2022 - Present)

- Data importation to a postgresql server relational database with python and sqlalchemy as an ORM.
- Full stack web development with django and postgresql backend and bootstrap and kendo frontend.

Skills :

Languages :

- C/C++, Rust, C#, Java, Python, GDScript, Pic18f1220 Assembly, Verilog, Javascript, Html, Css, Sql, Bash

Game Engines :

- Unity, Unreal, Godot

Design Patterns :

- OO Programming, Procedural Programming

Tools and Other :

- Source Control
- Visual Studio Code
- Visual Studio
- Debugging with GDB, Visual Studio, Visual Studio Code, Valgrind, Godot, Unity, Unreal

Education :

Camas High School, Camas WA. 3.6 GPA, High School Diploma
Clark College, Vancouver WA, Computer Science, 3.6 GPA (currently enrolled)
Postgresql Udemy course “SQL and PostgreSQL: The Complete Developer's Guide”

Projects :

FastPrimes :

- This is a project I keep coming back to and creating newer more optimized and scalable versions of. The goal of the project is to create a calculator that can calculate a nth prime number the fastest. My latest iteration is multithreaded and can calculate the 5,000,000th prime on a 5900x cpu in under 5 seconds.
- I eventually would like to return to the project and create a 3rd iteration utilizing CUDA and GPU compute.

Basic Socket Server :

- This is a project I created to gain experience in multithreading/async programming, socket programming with TCP, Networking, and C# where it is a basic chat server utilizing sockets.
- I learned a significant amount about asynchronous programming and event driven programming by creating a Connection class which manages the connection sockets as well as handles socket shutdowns and asynchronous recieves with callbacks.

Knapsack Problem :

- This was a college assignment where we were tasked with solving a combinatorial optimization problem with a recursive function that implemented a cache to store previous results.
- The assignment was written in C where I was able to take advantage of a static variable to cache previous results of the problem without using a global variable and the time to optimize was drastically reduced for a set of 3 items when a cache was used to limit identical recursive function calls.