ERIK RAMSEY

+1(702) 366-3363 Las Vegas, NV erikr.ramsey@gmail.com

 github.com/erikrramsey www.linkedin.com/in/erikr-ramsey

EDUCATION

University of Nevada Las Vegas BS of CS; Graduating 2023

Junior -- 3.65 GPA

Software Engineering focus.

SKILLS

Experienced: C++, C#, C, Python

Working Knowledge: Javascript, CSS, HTML5

- Have written thousands of C++ lines and have become very comfortable working with various libraries.
- Used Unity to make various games and graphics tools using C# and HLSL.
- Understand the basics of making a website using Javascript and html.

Other skills: Oral and written communication, Data structures, algorithms, data oriented programming. Working with a team. Familiarity with various IDEs and version control systems such as Visual Studio and Git.

PROJECTS

OpenGL Rendering Engine

https://github.com/erikrramsey/Lily

- C++, OpenGL, Cmake, SDL
- OpenGL based renderer that can load and display model types from various 3d applications.
- Uses modern data oriented programming techniques to optimize and streamline the codebase.
- Implemented open source C++ libraries to speed and assist development while focusing on more vital data structures and speed. Assimp, imgui, SDL.

Programming for University courses, and other projects

- C++, Python
- Leetcode/Advent of Code challenges. (Leetcode)
- Experience with UI programming. QT and ImGui to make interfaces for apps.
- Very familiar with 3d datasets and matrix math after years of game development in Unity and Godot.