ERIK RAMSEY

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EDUCATION

University of Nevada Las Vegas BS of CS; Graduating 2023

Junior -- 3.65 GPA

Software Engineering focus.

University Coursework

- Worked in teams to solve C++ algorithm problems in an in-person lab environment.
- Have studied data-structures, asymptotic complexity, operating system design, low level interfaces, design patterns, in a collaborative classroom setting.
- Heavy emphasis on math such as linear algebra and matrix math, linear approximations, calculus, physics.

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 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.