github.com/gannonprudhomme
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Gannon Prudhomme

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Education

- **Texas A&M University** College Station, TX
  BS Computer Science; GPA: 3.7/4.0 *Expected: May 2021*
- **Relevant Coursework**: Data Structures & Algorithms, Programming Languages, Discrete Math, Computer Architecture

Programming Skills

- **Languages**: Java, Javascript, C++, Swift, Python
- **Technologies**: Git, Node.js, iOS, OpenGL, Visual Studio, Eclipse, Docker

Experience

- **ACE Lab TAMU**
  Lead Developer *Jan - May 2019; Aug 2019 - Present*
  - Lead iOS Developer overseeing a team of 4 undergraduate developers and QA testers
  - Implemented continuous heart-rate monitoring and long-term trend graphs to the Apple Watch and iPhone app using Swift and HealthKit
- **Preventice Solutions**
  Software Engineering Intern *May - Aug 2019*
  - Lead creation of unit-testing and code design standards utilized in onboarding of new developers
  - Using C# and ASP.NET, implemented unit and integration tests alongside development tasks

Personal Projects

- **A&M Class Scheduler** *Sept 2019 - Present*
  - Project manager for team of 7 student developers working on an auto course scheduler written in Python, Django, and React
- **Desktop Control Tablet** *Oct 2018 - Feb 2019*
  - Created touchscreen tablet used to control my PC using Node.JS/Javascript with ExpressJS, Electron, and HTML/CSS
  - Decreased latency to under 5ms by replacing REST API calls with web-socket communication
- **Terrain Generator** *Jan 2018 - Mar 2018*
  - Created a random-terrain generator using C++ and OpenGL following the Perlin noise algorithm
  - Optimized to allow the rendering of 12 million vertices while maintaining above 60 fps using modern OpenGL techniques

Research

- **CLEVERarm Rehab Exoskeleton**
  Student Researcher *Aug - Dec 2018*
  - Implemented augmented reality(AR) physical therapy games for the Microsoft Hololens using Unity and C# used in the rehabilitation of stroke patients