

Gareth Ferneyhough

7116 Heatherwood Dr. Reno, NV 89523
(775)250-8441

gareth.ferneyhough@gmail.com

Education

- **University of Nevada, Reno** Reno, NV
Master of Science in Computer Science and Engineering - GPA 3.5 Spring 2013
 - Course Work: Optimal Control and Reinforcement Learning for Systems with Dynamics, Advanced Software Project Management and Development, Human-Computer Interaction, Network Architectures and Economics, Computer Vision, GPU Parallel Computing, Excitable Cells Modeling
 - Thesis: A Python Library for Ion Channel Modeling
- **University of Nevada, Reno** Reno, NV
Bachelor of Science in Computer and Information Engineering Fall 2010
 - Senior Project: Real-time audio processing on Xilinx FPGA with graphical user interface
- **Växjö University** Växjö, Sweden
Semester-long Study Abroad Program Spring 2009

Experience

- **Hamilton Company** Reno, NV
Software Engineer August 2012 – Present
 - Worked on multi-disciplinary engineering teams to design and develop software solutions for internal and external use
 - Implemented several graphical applications for robotics calibration and verification using C#, .NET, and WPF
 - Modernized and supported the build and deployment process for a large C++ project
 - Advocated for the development of Python libraries to control our systems
- **Brain Computation Lab, University of Nevada, Reno** Reno, NV
Graduate Research Assistant Fall 2010 – Fall 2012
 - Researched and implemented new emotional speech recognition techniques using Python, Matlab, C, and C++
 - Implemented sound and video processing components and integrated them into virtual neurorobotics scenarios
 - Assisted in authoring, editing, and reviewing journal and conference papers
 - Developed proficiency in finding, compiling, and using a wide variety of software libraries under Linux
 - Provided programming, computer, and moral support to other lab members
- **Evolutionary Computing Systems Lab, University of Nevada** Reno, NV
Undergraduate Research Assistant Spring 2010 – Fall 2010
 - Maintained and improved Python 3D game engine
 - Implemented new sky, water, and boat wake effects for 3D game engine
 - Wrote several Python scripts to convert between different 3D model formats

Skills

Languages: C++, C#, Python, Matlab, L^AT_EX

Technologies: Visual Studio, GCC, Git, Amazon Web Services, Django

Other: Proficient in developing, running, and debugging software under Debian Linux and Windows; Experience developing parallel C++ applications using Open MPI; Some experience with embedded Linux development; User-interface design experience using QT; Experience with Boost C++ libraries; TCP/IP programming experience; Knowledge of network architectures and protocols; Experience with Git Version Control; Exposure to software project management techniques, including Agile Principles

Interests: Aviation and Aerospace Technology, History of Space Flight Technology, Cosmology, Robotics, Music Performance, Snowboarding, Scuba, Travel, Beer, Cheese, Startups