Glenn Hartmann

[address]   [phone]   [email]

SKILLS SUMMARY

- Extensive familiarity with C++ and C through professional, academic, and independent study
- Proficient with Python, C#, Java, and Ajax
- Experience with C++ Script and GUI scripting
- Enthusiastic, passionate, and driven
- Eager to learn new material
- Excellent communication and inter-personal skills

ACTIVITIES & INTERESTS
Active Involvement in personal programming projects

- Release open-source projects on http://ghindustries.webs.com/, including encryption related applications, a Sudoku game, and an in-progress chess engine
- Mobile developer for social address book website http://knok.me/
- Participate in projects on GitHub, SourceForge, and Google Code
- Have participated in several programming contests including Google Code Jam and Google AI Challenge
- Enjoy writing programs for fun

WORK EXPERIENCE

Software Engineering Intern, Google, Mountain View, California, September 2011 – present

- Working on the Research team
- Contributing to Video Content Analysis

Game Portability Developer - Core R&D, TransGaming Technologies Inc, Toronto, Ontario, January – April 2011

- Developed strict ANSI C peer-reviewed code, and reviewed others' code
- Re-implemented DirectX API functions for TransGaming's WineX
- Worked responsibly and independently on both Linux and Windows code
- Implemented various 3D Mesh related functions and features

BlackBerry Internet Service Software Developer, Research In Motion Limited, Waterloo, Ontario, May – August 2010

Glenn Hartmann

[address]   [phone]   [email]

- Wrote and maintained BlackBerry Internet Service tools in C++
- Developed networking tools using ACE library
- Worked extensively on unit testing framework in Python
- Developed modular, extensible, reusable code

SlipStream Software Test/Tools Developer, Research In Motion Limited, Waterloo, Ontario, September – December 2009

- Performed BlackBerry browser performance testing and profiling
- Wrote and contributed to testing tools in VBA and C++, and provided documentation for said tools
- Tested various BlackBerry software systems

Application Developer, Sun Life Financial, Waterloo, Ontario, January – April 2009

- Developed functionality for the company intranet portal using ASP.NET, C# and Ajax
- Created dynamic and branded web sites using JavaScript and CSS
- Handled daily issues reported to the Website Support Inbox

Test Specialist, Agfa Healthcare, Waterloo, Ontario, May – August 2008

- Designed and developed automated test procedures
- Created and executed reusable and maintainable automated scripts
- Followed development and testing standards and guidelines

EDUCATION

Candidate for Bachelor of Computer Science, Computer Science, Co-op Program, University of Waterloo, Waterloo, Ontario, September 2007 – present

Relevant Assignments:
Genetic Algorithm (In Progress), Artificial Intelligence, May – August 2011

- Implementing a solution to the Wordsnakes game
- Using a combination of graph-searching with heuristics and a genetic algorithm

Operating System, Operating Systems, January – April 2010

- Implemented several core components of an operating system

Glenn Hartmann

[address]   [phone]   [email]

_____

- Designed and developed virtual and physical memory management systems, and memory paging functionality
- Implemented several standard system calls including fork and exec
- Coordinated and organized efforts in a team of three

Card Game Design, Software Abstraction and Specification, May – August 2009

- Created a fully featured graphical Euchre game
- Worked in a group of two, using Subversion to organize code
- Programmed using C++ and the gtkmm graphics library