# Peter Gutenko

linkedin.com/in/petergutenko github.com/pgutenko gutenko.de

Boulder, CO | peter.gutenko@colorado.edu | (913) 940-5657

## **EDUCATION**

- University of Colorado Boulder
- Computer Science, BS

- Major GPA: 3.284 | Cumulative GPA: 3.133
- Graduated May 2018
- Coursework: Algorithms, Computer Systems, Operating Systems, AI, Compilers, Cybersecurity, Computer Graphics, Network Systems, Object-Oriented Design, Physical Computer Interfaces

## COMPUTER SKILLS

### Languages/APIs

- Java, C/C++, Scala, Python, Kotlin, Rust, HTML/CSS/JavaScript, Bash scripts, Makefiles
- S3, SQL, OpenGL, OpenGL, WebGL, OpenGL ES, GLSL, BASIC
  - Large projects in Java, Android app development, networking, threading, driver development in C/C++, databases, extensive projects using OpenGL and GLSL. Comfortable with object-oriented, functional, and imperative paradigms.

#### **Operating Systems**

- Windows, macOS, Linux (Ubuntu, Arch, Solus, Kali)
  - Used all three major OSes as daily drivers and development platforms, physical and virtual.

#### **Development Tools/Software/Libraries**

- Git, Make, Bash, Vim, Regular Expressions, IntelliJ, Eclipse, Netbeans, Android Studio,
- Sublime Text, Atom, Photoshop, Blender, Maya, NodeJS, Bootstrap, LWJGL, JSON, Lombok
- Unity and Unreal game engines, and SDKs for game consoles including the PS Vita and GBA.
- Experience with version control, code reviews, unit testing, and agile development.

#### PROJECTS & EXPERIENCE

Software Development Intern on the Amazon Prime team | June to August 2017

- Worked with machine learning and big data technologies in Java and Python.
- Extensive use of Git/version control, code reviews, unit testing, and agile development.

Published game, titled Prompt | Distributed via Steam | Published Summer 2015 | Multiplatform

- Twitch platformer coded in Java using OpenGL for graphics; no prebuilt engine used.
- store.steampowered.com/app/366590 Review copies freely available upon request!

The Trash Panda Dilemma | Class project for Object-Oriented Design | Four-person team

• Designed and built a game in Java, first planning out class diagrams and design patterns.

**Space Grant** | Volunteer work | Computer Systems team

- Backend Ubuntu server and website maintenance, and general IT for computer labs.
- Portfolio website | gutenko.de | HTML/CSS/JS | Bootstrap framework | Site built with Python
  - Fully responsive design; many smaller projects, games, and graphics experiments on display.

## LEADERSHIP

Eagle Scout | Troop 387 in Overland Park, KS | Hiked at Philmont twice FIRST Robotics Team 1984 | Lead programmer, team made it to Nationals Engineering Honors Program at CU, National Honor Society in High School