DUANE IRVIN

Computer Engineering Student

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PROGRAMMING SKILLS

Deep understanding
JavaScript, Python

Intermediate understanding
Golang, React.js, Angular.js, C++, Java, R, SQL, Bash/Unix, Haskell

Basic understanding
NoSQL, OpenGL, Cuda, LaTeX, Assembly

EDUCATION

B.Sc. in Computer Engineering
Chalmers University of Technology

Aug 2014 - Jun 2018 (Expected)
Gothenburg, Sweden

B.Sc. in Computer Science
CA Polytechnic State University

Sep 2016 - Jun 2017 (Exchange year)
San Luis Obispo, CA, USA

WORK EXPERIENCE

Intern - Data Analyst
Approved Consulting AB

Jul 2016 - Sep 2016
Gothenburg, Sweden

Warehouse Worker
Academic Work

Oct 2015 - Jul 2016
Gothenburg, Sweden

Cleaning Staff
Nya Hambostäd AB

Jun 2007 - Jul 2015
Degerfors, Sweden

QUALIFICATIONS

- Skilled in a variety of different programming languages. Using non-familiar programming languages is no longer seen as an obstacle.
- Broad understanding of computer hardware and algorithm theory. Applies knowledge to write readable code, with efficient use of resources, both single- and multithreaded.
- Fluent in Swedish and English.

RELEVANT PROJECTS

Minesweeper
Personal Project - 2018

An online implementation of the old game Minesweeper. Support for multiplayer mode is under development.

- RESTful backend server in Golang,
- Frontend in React.js and Bootstrap 4.

SpeechDev - Winner as Best Education Hack
SiliconHacks - 2017 Fremont, CA, USA

Speech analyzer, using machine learning APIs to give instant feedback on a speech. Gives feedback on tone, topic and suggests group of listeners, to make sure speech is perceived as intended.

- Backend server in Node.js,
- IBM Watson APIs for Sentimental Analysis.

Muuse Alert
SB Hacks III - 2017 Santa Barbara, CA, USA

Collaborative music player which allows users queue and vote for songs. Analyzes users' playlists to maintain endless playback.

- Backend server in Node.js,
- Spotify API for playlist analysis and Youtube for playback.

Bird Harassment
Project in Computer Graphics - 2016 Cal Poly, SLO, CA, USA

Graphics simulation of birds movement behavior. A from-scratch implementation of boids, making use of CPU and GPU.

- OpenGL and C++,
- Extensive use of matrix algebra for computations of light, shadows and reflections, along with positions, speeds and accelerations in 3 dimensions.

References available upon request