Iosef Casas

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Profile

Diligent worker and relentless achiever, over 10 years of programming experience and looking to grow as a Programmer. Interests and skills in: Machine Learning, Software Engineering and Development, Computer Graphics and Statistical Analysis. My goals are to pursue an academic and career focus in Software engineering, Computer Graphics and Machine Learning and expand and learn everything I can within the Computer Science field.

Experience

LEARNING FELLOW (CS50) | DARTMOUTH COLLEGE | JUNE 2019 – AUGUST 2019

· For the class CS50 (Software Design and Implementation) I helped plan and guide lectures and activities with the professor during meetings to maximize learning.

TEACHING ASSISTANT (CS50) | DARTMOUTH COLLEGE | JANURARY 2020 – MARCH 2020

· For the class CS50 (Software Design and Implementation). Helped other students by assisting students outside of class during office hours. Discussing course analytics with the professor.

Education

B.A. COMPUTER SCIENCE MODIFIED DIGITAL ARTS | JUNE 2021 | DARTMOUTH COLLEGE, HANOVER, NEW HAMPSHIRE

GPA: 3.0/4.0
Citations: Classical Studies 10.08: Professor Neeltje I. Kuin, Laughter and Humor in the Ancient World.

HS DIPLOMA| JUNE 2017 | FERN CREEK HIGH SCHOOL, LOUISVILLE, KENTUCKY

GPA: 3.8/4.0
Honors and Awards: Valedictorian. National Honor Society. Beta Club. Advanced Program.

Skills & Abilities

· Proficient in C, C++
· Proficient in Python
· Proficient in OpenGL: GLFW, GLSL

· Very fast Learner
· Proficient in bash, Linux, OSX, and windows
· Proficient in HTML, CSS, Javascript

Projects

- **Dart Event 2017, CS65**: CS65 Final project, collaborated with a peer. Created an app that can create events on campus, and then marks events on the map, allowing certain users to locate said events. Using geo-location, time management and public servers to keep track of a multitude of events around campus.

- **Ioseflcasas.com 2020**: Personal Resume/Portfolio website. Done to learn HTML/CSS and as a submission to DALI lab. One-pager interactive resume site.

- **Solar System Simulation 2020, CS77**: Collaborating with a peer, created a simple simulation of the Solar System using only GLSL fragment shading on ShaderToy. I oversaw implementing Keplerian orbits on the Solar System and optimizations. Demo: https://www.shadertoy.com/view/wtKXWW

- **Raytracing in ShaderToy 2020**: Implemented a Ray-Tracer on ShaderToy. ShaderToy being based in GLSL and is somewhat limited but I've been adding certain Optimizations. Demo: https://www.shadertoy.com/view/Wd2cWh