

# Peter Nelson

*peternelson-work@proton.me*

(916)-738-4891

Eugene, Oregon

## Software Developer | System Architect



peternelson.info



github.com/merriset



bitbucket.org/trimercade

## Profile

Following my recent graduation from the University of Oregon, I have enjoyed honing my skills and building my knowledge within the wide realms of software development and hardware tinkering.

I believe that ethical, emergent technologies have the potential to build a brilliant human future.

## Education

2023 – **Computer Science** Bachelors Degree of Science  
*University of Oregon*

2018 – **Electrical Systems Technology** Associates Degree of Science  
*American River College*

2021 – **FAA Private Pilot License**  
*Advanced International Aviation Academy*

2017 – **Advanced Electronics and Telecommunications Certificate**  
*American River College*

## Projects and Relevant Coursework

**WebGPU Research Project** <https://github.com/merriset/webGPU>

**Rasterizer in C** <https://bitbucket.org/trimercade/graphics>

**Parallel computing in C** <https://bitbucket.org/trimercade/operating-systems>

**Cloud Compute Chat App** [https://github.com/merriset/CS399\\_Project](https://github.com/merriset/CS399_Project)

## Employment

2016 – 2017 **Pastry and Bread Baker**  
*Freeport Bakery, Sacramento CA, USA*

- Worked alone and in teams to create high-quality, hand-made baked goods including breads, cakes, pastries and pies for sale in an award-winning bakery.

2015 – 2016 **Artisan Bread Baker**  
*Brickmaiden Breads, Pt. Reyes Station CA, USA*

- Worked in a team to produce organic, artisanal wood-fired sourdough breads and pastries for local sale and delivery

## Competencies

C, C++, C#  
Javascript/Typescript  
Web/Cloud  
Python  
Git  
Linux Systems

## Interests

App Development  
Game Development  
Computer Graphics  
Simulations  
Open-source  
CNC Systems  
Aviation  
SCUBA Diving  
Wood Working

## Languages

German A1 (Goethe tested)  
English (native)

## Volunteering

Greenhill Humane Society, Eugene OR

## Software

Visual Studio  
Unity  
SideFX Houdini  
Zbrush  
InkScape  
GIMP  
Office