

Peter Nelson

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Software Developer | System Architect



merriset.github.io/Portfolio/



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

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