**Experience**

Idaho National Laboratories - Summer 2017 – Present

* <https://caesenergy.org/research/laboratories/cave/>
* Working on enabling researchers by providing tools to visualize complicated datasets

Computer Graphics Research -​ 2015 – 2017

* <https://github.com/edwardsjohnmartin/pgvd-paper/raw/master/paper.pdf>
* Working towards constructing generalized Voronoi diagrams in real time in 2D and 3D.
* Using GPGPU to construct object resolving quadtrees and octrees
* Presented at Idaho Academy of Science and Engineering and The Idaho Conference on Undergraduate
* Shape Modeling International (SMI) Symposium

Research

* General purpose GPU computing

Blender Foundation - ​Summer of 2016

* Worked directly under Ton Roosendaal, chairman of the Blender Foundation
* Redesigned vertex and weight painting tools
* My Google Summer of Code Project: <https://developer.blender.org/D2150>
* More information: https://wiki.blender.org/index.php/User:Bitinat2/GSoC\_2016/UserDocs

Intel Security ​- Summer of 2015

* Developed databases and advanced web based systems under the systems integration team
* Test driven development, agile development, & version control experience
* Live network traffic correlation analysis

Computer Science TA​- 2014 – 2016

* Tutored and graded programming 1, 2, and 3 at Idaho State University