

PETER FORSLING

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EDUCATION

University of Utah

Bachelor of Science, Computer Science

Graduation Date: Spring 2021

Salt Lake City, UT

- Technical GPA: 3.67
- Current Courses: Human Computer Interaction, Models of Computation, Senior Capstone Project, Web Software Architecture
- Relevant Courses: Algorithms, Computer Systems, Database Systems, Operating Systems, Programming Languages

WORK EXPERIENCE

L3Harris Technologies

Software Engineer Intern

June 2020 - August 2020

Salt Lake City, UT

- Worked in an Embedded C# .NET Core system for Linux.
- Implemented and worked with multiple Communication Interface Protocols over Ethernet connections.

University of Utah School of Computing

Teaching Assistant

August 2018 - Present

Salt Lake City, UT

- Peer mentor for class sizes ranging from 200-400 students.
- Run independent help hours for one on one help with over 500 assignments.

PROJECTS

FFmpeg Bouncer Application

- Wrote an application with a partner that converts a .jpg file into custom built .cool video frames which plays a 10 second video of a bouncing ball over the original .jpg file.
- Technology: C++, FFmpeg

League of Legends KDA Calculator

- Implemented a Discord bot that takes in a given user and a given champion, and extracts up to 100 games worth of data and calculates the Kill/Death/Assist Ratio based off of these games.
- Technology: AWS Server (EC2 Instance), Python, Riot Games Developer API

Online Spreadsheet Suite

- Worked as part of a team of six on a collection of Spreadsheets contained in a server which allows multiple clients to create, edit, and view spreadsheets concurrently, similar to Google Sheets.
- Technology: C++ Server, C# .NET Client

SKILLS

Software & IDEs Languages

Arduino, Eclipse, Emacs, Linux, Vim, Visual Studio, Windows
C/C++, C#, Java, Python