

REUBEN CRIMP

EDUCATION

Degree	BSc (Hons) Computer Science	2013 — 2016
Minor	Mathematics	University of Otago

SKILLS

Proficient	C, C#, Java, Swift, Python, JavaScript
Familiar	C++, SQL, PHP, Haskell, AWK, \LaTeX
Tools	vim, git, Xcode, Visual Studio, Unity

EMPLOYMENT

Intern iOS Developer November 2015 — January 2016
MixBit - Dunedin Office
Worked in a team of four. Developed a video editing iPhone application.

Teaching Assistant July 2014 —
CompSci Dept - University of Otago
Supervising CS undergrad computer labs, and assisting the students with their work.

Research Assistant June 2014 — November 2014
CompSci Dept - University of Otago
Determining the time complexity of network scheduling algorithms;
supervised by Dr. Haibo Zhang.

PROJECTS & EXPERIENCE

Developed virtual-reality software for chronic stroke rehabilitation.
Using C# and C++ with Unity and OpenCV. Involved heavy use of computer vision techniques. Supervised by Dr. Steven Mills and Dr. Holger Regenbrecht.

Designed and developed software for a lenticular auto-stereoscopic 3D display.
Determined the internal optical properties of the display, then created several tools in C++, which generate and format 3D content. Supervised by Dr. Geoff Wyvill.

Helped develop a command line shell for linux/OSX/Windows in C.
A group project for university, where I was the main programmer, responsible for dealing with IO, pipes and processes on all three platforms.

Other personal projects include CHIP-8 emulator, path tracer, raycaster, triangle rasterizer, and several games made with Unity/C# and opengl/C.

Competed in the 2014 ACM ICPC programming contest regional finals in Sydney.