

# Russell McClellan

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## Profile

I'm a software developer with a passion for music, programming, and electronics.

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## Work Experience

- 2009-2012    Software Developer, Mark of the Unicorn, Cambridge, Massachusetts
- Maintained and added features to a large software project (2M+ lines) for musicians in C++
- 2008        Software Intern, Line 6, Calabasas, California
- Contributed meaningfully to several products, including creating the database back-end of a portable sound recorder in C, and experimenting with guitar processing on embedded platforms in ARM assembly
- 2006-2009    Teaching Assistant, Caltech, Pasadena, California
- CS 2. Introduction to Programming Methods - An introductory CS class in Java
  - CS 171. Introduction to Computer Graphics - C++ graphics with and without APIs
  - CS 101 Special Topics in Computer Science - General Purpose GPU Programming
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## Education

- 2009        B.S. in Computer Science, California Institute of Technology, Pasadena, CA. GPA 4.0+
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## Technical Skills

- Programming languages - I'm best at C/C++, JavaScript (CoffeeScript), and Haskell. I am comfortable debugging x86/amd64 at the assembly level.
  - Basics of digital embedded system design - I designed and wire-wrapped two complete embedded systems in college.
  - Embedded programming - I've written firmware in C and assembly for DSP56K, AVR, ARM, and x86 chips.
  - DSP algorithms - especially audio effects and music synthesis.
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