

Austin Palmer

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Education

BS in Computer Science - Brigham Young University-Idaho; Rexburg, ID

Graduated July 2013

- GPA: 3.3
- Significant Coursework: Software Engineering, Web Engineering, Database Design and Development, Computer Graphics, Artificial Intelligence, Technical Communications
- Class Projects
 - **Mold Alert** - Software Engineering Class Fall 2012
 - Mobile application for tracking expiration of food items owned by the user
 - Worked in a group of 9 students
 - Used IEEE Std 830 and IEEE Std 1016
 - **Trakker** - Software Design Class Fall 2010
 - Desktop application (with mobile interface design methodology) for tracking time spent on tasks
 - Worked in a group of 3 students
 - **Senior Project** – Final project required for graduation Winter/Summer 2013
 - Used OpenGL and GLSL to implement real-time terrain generation using simplex noise generated in the geometry shader

Skills & Software

- | | | | | |
|--------------|----------|--------|----------|-----------------|
| • Javascript | • PHP | • C++ | • SVN | • Visual Studio |
| • jQuery | • Perl | • C# | • OpenGL | • Monodevelop |
| • CSS | • MySQL | • Java | • GLSL | • Eclipse |
| • XHTML | • Oracle | • JNI | • Linux | • Unity3D |

Work Experience

Programmer - Ping Software; Rexburg ID

Nov 2012 – Nov 2013

- Researched and wrote proposal for SBIR contract.
- Worked on various 3D graphics based projects using agile methodologies
- Building an interface between legacy C++ code and a new Java front end using JNI

Student Intern/Contractor - On Semiconductor; Pocatello ID

Apr 2011 - Apr 2012

- **Web based IP Project Management System**
 - Designed and implemented a system for managing IP project development data
 - Saved management 6+ hours/week on reporting and project tracking

Tech Support Rep - EZ-NetTools; Rexburg ID

Jun 2006 - Jul 2007, Aug 2009 - Sept 2010

- Worked with customers and techs to solve problems quickly and efficiently

Full-Time Volunteer - The Church of Jesus Christ of latter-day Saints; Calgary Canada

Aug 2007 - Sept 2009

- 70 hour weeks finding and teaching individuals and groups
- Fully self-motivated time management and opportunity acquisition.

SCRAP - NovaBox (unpaid)

Jan 2011 - Aug 2012

- Networked Modular 2D game engine