

School Address:
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Objective

Creative, high-energy software engineer seeks development position with systems or graphics related company.

Education

Brown University, RI: candidate for Sc.B. in Computer Science, expected graduation May 2001
GPA 4.0 in major, 3.9 overall

- Topics in interactive Computer Graphics: *Implemented a SIGGRAPH99 paper on View-Dependent Geometry*
- Operating Systems (with lab): *Wrote a UNIX-derived kernel including virtual memory*
- Independent Study on the OS simulator: *Ported the Brown OS simulator from Solaris to Windows2000*
- Computer Graphics: *Implemented a ray tracer*
- Digital Circuit Design
- Distributed Systems
- Neural Networks
- Models of Computation
- Discrete Mathematics
- Object Oriented Programming
- Multi-variable Calculus
- Data Structures and Algorithms
- Software Engineering
- Computer Systems
- GISP: CS Education
- Linear Algebra

Technical Skills

- c
- c++
- java
- MIPS assembly
- OpenGL
- java3D
- perl
- UNIX shell scripting
- Solaris
- Linux
- Windows(2000, NT, 98)
- MacOS

Employment

Network Appliance; Sunnyvale CA 5/2000 - Present
Software Development Engineer: NetCache Group

Worked in the core NetCache development team. Developed software on top of the company's proprietary kernel and hardware to cache multiple Internet protocols. In addition to software development, also helped with performance engineering and benchmark testing.

Brown University Department of Computer Science 9/1997 - Present

- *Systems Programmer Operator Consultant (SPOC) 6/1999 - 9/2000*
Provided off hours technical support for the department's computer systems, including file servers, 200+ SUN workstations, NT, Linux and Irix machines. In addition created and maintained custom software.
- *Teaching Assistant for Operating Systems: cs167/169 9/2000 - Present*
Upper-level course in operating systems. Created assignments, mentored students, graded programs and homework, held office hours.
- *Teaching Assistant for Software Engineering: cs32 1/2000 - 5/2000*
The department's main software engineering course. Taught students how to design, implement, and debug large scale applications in c++.
- *Teaching Assistant for Introduction to Object Oriented Programming: cs15 9/1998 - 1/1999*
Introductory class in computer science. Lead sections, held office hours, graded homework and programs.
- *Sun Lab Consultant 9/1998 - 6/1999*
Oversaw a lab of 70+ Solaris workstations. Educated students in the use of UNIX accounts and Sun hardware.

Other Interests

Enjoy sailing and skiing. Also play on inter-mural soccer, ultimate frisbee, and football teams.

October, 2000