Mitchell Hansen

Experience

July 2017 - **Software Developer**, *Espial*, Kirkland, WA.

Present At Espial I learned how to effectively develop for embedded linux products. This includes bugfixing, reading and understanding legacy C++, automation, and other duties related to maintaining a large hardware/software product. I also was given the opportunity to work on a large cloud SaaS solution for managing millions of devices leverages by dozens of customers.

June 2016 - Full Stack Web Developer, Intern, Donuts Inc., Bellevue, WA.

Sept. 2016 At Donuts I learned the basics of how software development worked and how Agile development is applied to get effective solutions. I spent the majority of my time writing multiple micro apps using Googles cloud services and Python.

Education

2012–2017 B.S. in Computer Science, Central Washington University, Ellensburg, WA.

Birth - Mega-Nerd

Present I'm a lifelong learner and I love all things tech. I program as a hobby, love learning new things, and am always up for a challenge.

Skills & Languages

In depth knowledge / Professional experience.

C++, OpenCL, Python, Linux

Enough to be dangerous.

Java, SQL, Javascript, HTML & CSS, 3D Graphics, Android, Git / Perforce

Passing knowledge, enough to sound dangerous.

AWS, Alexa, AppEngine, Bash, Clang, Flask, GCC, GDB, LATEX, OpenGL, Unity3D, Windows, Windows Phone, Zune

Portfolio

Volumetric Rendering Engine, *OpenCL*, *C++*, *SFML*, *RayCasting*, *3D Math*.

An experimental "From Scratch" volumetric rendering engine utilizing a voxel dataset organized in a sparse voxel octree, Blinn-Phong lighting, dynamic shadowing, texturing, and reflections, along with a TCP streaming Android controller. Presented at the CWU College Of The Sciences fair.

Conways Game of Life, OpenCL, C++, SFML.

Completely in-core GPU Conways Game of Life simulator and accompanying RLE decoder.

Optimization Algorithms, *C++*, *Computer Science Mathematics*.

Implementation of 15 optimization test suite functions, and 9 popular mathematical optimization algorithms.

Project Euler, Python, Computer Science Mathematics.

Combinatorics, discrete math, and other logic problems solved using Python.