Graham Smith

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Education

2009 – 13 B.S. in Computer Science, University of Minnesota, gpa 3.901

Leadership Experience

2010 – 13 Engineer, Solar Vehicle Project, U of MN
I designed and built parts for a solar-powered electric vehicle. I was responsible for designing sensor displays, user interfaces, and making and finishing the car body. I can produce under hard deadlines and work with sponsors and suppliers to deliver a finished product. Most recently built a car that finished 4th in the Cruiser class of the 2013 World Solar Challenge.
umnsvp.org

2011 – 13 President, Video Game Development Club, U of MN
I organized and led teams of student video game developers. As president I served many roles: recruiter, producer, designer, developer, and tester.
vgdc.umn.edu

Technical Experience

Web (HTML5/Javascript/node.js)

3 years experience. Most projects were browser-based games, which consist of a client UI and server-side support infrastructure for managing content, synchronizing clients in multiplayer games (with node.js), and saving and loading user-created content (with php). Very familiar with jQuery and the DOM.

Embedded Systems (C/C++)

UI design and user data storage for Honeywell touchscreen thermostats. Electronic driver controls (acceleration, regenerative braking) and speed display for Centaurus 3, a solar-powered car which ran in the 2012 American Solar Challenge. Taught Arduino to teenagers and made electronic pianos, motion-sensing rubber-band turrets, and gloves that track hand orientation.

Other

7 years experience, primarily C/C++, Python. Encryption crackers, 3D renderers, engines for RPGs and platform games. Extensive work with OpenGL, Unity, and Bullet Physics.

Professional Experience

2014 Instructor, iD Tech, Stanford University
Developed a programming and electronics curriculum and taught it to teenagers

2011 – 12 Research Assistant, Expeditions in Computing, University of Minnesota
Optimized supercomputer computations on large data sets for climate researchers.

2010 Software Engineer, Honeywell International, Inc., Minneapolis
Implemented user interface features on touchscreen climate control systems.