# Benjamin Adamson

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**Objective**

- o To begin my professional career with a full-time computer programming internship that utilizes my skills in low-level programming with C and C++.

**Education**

- o Oregon State University – Current
  - Bachelors of Computer Science Systems, expected Winter 2012.
  - GPA 3.3
- o Northern Arizona University
  - Minoring in Business, Fall 2008 – Fall 2009, expected finish post graduation at OSU.
  - GPA 3.00

**Programming Experience**

- o Proficient in C, including embedded C, server/client programming, Linux kernel development, efficient low level data structures, parallel programming with pthreads and MPI, etc…
- o Intermediate experience with C#, Microsoft's MVC 3 framework (including JavaScript and HTML), RhinoMocks and Moq testing frameworks, Windows Form Programming (including user-interface design), XNA 4.0 researching implementation of an entity-component framework.
- o Intermediate experience with C++, Qt mobile development (graphical programming, user-interface design), OpenGL graphical programming, experimenting with meta-programming using C++ templates.
- o CUDA parallel experience using C++ Thrust library.
- o GLSL shader programming, advanced graphics pipeline, including: vertex, fragment, geometry, and tessellation shaders.
- o Experience in Python, x86 and 6502 assembly programming, Bash Shell Scripting, GIT (utilizing GitHub), programming in both Linux and Windows environments.
- o Senior Capstone – Working with Nokia to design interactive video capture/editing software for their mobile platform, the Nokia n900, using the C++ Qt platform.
- o Software Design – Designing large software systems, studying advanced software design idioms, both in groups and solo. OO design methods/agile methods within design specification documents.

**Work Experience (Recent)**

- o BSG – Oregon State Business Solution Group
  - Student software engineer. Employed November 14th 2010 to present.
- o Oregon State University – UHDS
  - Employed from July 2009 to November 14th, 2010.
- o Northern Arizona University School of Forestry – IT Help Desk
  - Winter employment from November 2008 to January 2009.

**Related Activities/Hobbies**

- o Self taught C++ above university teaching, primary focus in C/C++ and OpenGL to develop video games.
- o Mathematics/physics related to game development in physics/game engines.

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References are available on request.
Work authorization is permanent.