Benjamin Adamson

Current Address: ---
Permanent Address: ---
Phone Number: 503_689_3111 • E-mail: adamson.benjamin@gmail.com alt: adamsben@onid.orst.edu

---

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 – GPA 3.0

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.

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
- o Intermediate experience with C# (approx. 1.5 years), Microsoft's MVC 3 framework (including JavaScript and HTML), RhinoMocks/Moq testing frameworks (Unit testing), Windows Form Programming (UI design), XNA 4.0 researching implementation of an entity-component framework.
- o Intermediate experience with C++ (approx. 4.0 years), OpenGL graphical programming, Standard Template Library, researching template programming
- 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 GLSL shader programming, advanced graphics pipeline, including: vertex, fragment, geometry, and tessellation shaders.

Related Skills
- 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.
- o Intermediate GIT experience utilizing GitHub, programming in both Linux and Windows environments.

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.

References are available on request.
Work authorization is permanent.