

BRENDAN WHITFIELD

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Rochester, NY, United States

EDUCATION

Rochester Institute of Technology
B.S. New Media Interactive Development
Minor in Free and Open Source Software
3.74 / 4.00

LANGUAGES

C++
Python
C#
Java
JavaScript
HTML 5
CSS 3

TECHNOLOGIES

Git
Linux
Qt
SDL
openFrameworks
jQuery
Flask
Backbone.js
Node.js
PostgreSQL

SKILLS

Computer Science

OOP - Searching - Sorting - Hashing

Mathematics

Fundamental Calculus - Geometric Computation -
Computational Kinematics and Dynamics

Hardware Prototyping

Fundamental Mechanical and Electrical - Raspberry Pi -
Arduino

INTERESTS

Open Source Software - Data Visualization - Reverse
Engineering - Laser Show Projection - Building Pipe
Organs - Artistic Glass Working

PROJECTS

LZR

Laser show graphics library written in C++. Handles
animation and hardware I/O on Linux, and can drive laser
show projectors via ZeroMQ.

python-OBD

Python module for accessing real time engine data from a
car's OBD-II diagnostics port. Provides an API for sync
and async communication with the vehicle.

C-Graph

Call graphing utility for C, integrated with GitHub. Written
with Node.js and visualized with D3.

EXPERIENCE

UNICEF Innovation Unit

2015 June - August

Front & back end web developer for an experimental job
matching portal. All work is open source, and was forked
from 18F (government software agency). Worked remotely
with UNICEF to design and implement a prototype website
that allows users to apply for job opportunities.

SwipeToSpin

2014 June - August

Front & back end web developer for 3D product
visualizations. Implemented several UI refits, as well as
new interfaces for user management and settings.
Developed server applications for continuous content
management.

Programming TA

2012 November - February

Teaching assistant for RIT's intro to programming course.