

Ian Peterson

ian@peterson-family.com | (719) 494-3410 | Denver, CO, 80221

LinkedIn: [linkedin.com/in/ianbpeterson](https://www.linkedin.com/in/ianbpeterson) | Github: github.com/Uvecrep

PERSONAL PROFILE:

- Professional Software Developer seeking a job involving modern technologies.
- Extensive leadership experience and dedication to making high quality work, and collaborating with professionals on impactful projects.
- Desire to continue learning and building skills from mentorship and online resources.

EDUCATION:

Bachelor of Science in Computer Science

Boulder, CO

Minor in Creative Technology and Design.

Graduation Date:

University of Colorado Boulder

May 2021

GPA: 3.451 | CS-GPA: 3.74

RELEVANT WORK EXPERIENCE:

Apryse Software Developer (Mar 2020 - Present)

(Formerly Windward Studios)

- Worked on a variety of projects with a team, and handled the entire development lifecycle seeing products from early design through release.
- Became familiar with product development, agile development, working in sprints, CI/CD, DevOps and various other software development skills.
- Consistently improved scalability, reliability, security, and performance of a crucial product with a large active user base.

TECHNICAL SKILLS:

Typescript/Javascript, AngularJS, Java, C, C#, C++, AWS, Azure, Jira, Devops, Docker, SQL, Python, Visual Studio, IntelliJ, Windows, Linux, Git, OpenGL, AR/VR, ML, AI, OLTP/OLAP

ENGINEERING EXPERIENCE:

Class Project: Realtime Multiplayer Browser Game - September 2019

- Coded a website using plugins to solve problems with client-server communication.
- Implemented database and other systems with a team to create a polished experience.

Class Project: VR Game in Unity - December 2020

- Created a VR game in Unity, and smaller VR projects to learn VR development skills.
- Learned to make desktop/mobile apps, optimize performance, and handle complex input.

Lockheed Martin Project - May 2021

- Implemented many machine learning algorithms to play a simulated wargame.
- Demonstrated proficiency in data science, as well as algorithm design.

Class Project: Computer Graphics - May 2021

- Using OpenGL, WebGL, and Vulkan, explored low level computer graphics.
- Implemented Lighting, Ray Tracing, and Procedural Generation.

LEADERSHIP EXPERIENCE:

Lead Videographer | Atlas Institute | Boulder, CO | 2018-2020

- Founder and Leader of a group filming and editing videos to highlight research on campus.
- Providing the Atlas Institute with high quality, in depth coverage of events and research.