

David Matthew Press

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Strengths

- 3D Graphics
- GPU Shaders
- System Programming
- Optimization
- Object-Oriented Development
- Compilers

Technical Skills

Languages: C/C++, Cg/GLSL/HLSL, x86 and PowerPC assembly
APIs: OpenGL, DirectX, C++ STL, Java Swing/Concurrency
Engineering Methods: OO, UML, Agile
Tools: gcc/g++, emacs, gdb, gprof, Visual Studio, Xcode
Operating Systems: UNIX/Linux, Windows, Mac OS X

Education

The University of Chicago, Department of Computer Science Chicago, IL
Masters of Science 2003-Present

- GPA 3.7/4.0
- Two-time teaching assistant for Computer Graphics course. Taught weekly OpenGL tutorial
- Wrote a ROAM terrain renderer using C++ and OpenGL and a Raytracer in C
- Completed Masters Project involving the design and implementation of a functional language for GPU programming
- Instructor for two quarters of Intro to Programming in C++
- Implemented compile-time optimization for BrookGPU
- TA for Software Engineering, OO Architecture, System Programming

Wichita State University, Department of Computer Science Wichita, KS
Bachelor of Science 2001-2003

- GPA 3.9/4.0
- Graduated *summa cum laude*

Work Experience

The University of Chicago, Computer Science Department Techstaff Chicago, IL
System Administrator 2005

- Constructed and deployed infrastructure improvements to department services
- Maintained a heterogeneous group of over 200 desktops and 50 servers
- Solved technical support issues for staff, faculty and students

Computer Science Services Group, LLC Wichita, KS
Software Engineer 1999-2000, 2002

- Part of a team that completed life-cycle of two 100K+ LOC projects using C++, Java and UML
- Partnered directly with clients to specify features and align the deployment to their systems
- Performed QA on added features and bug fixes. Documented Results