Peter Nelson

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Software Developer System Architect







bitbucket.org/trimercade

Profile

Following my recent graduation from the University of Oregon, I have enjoyed honing my skills and building my knowledge within the wide realms of software development and hardware tinkering.

I believe that ethical, emergent technologies have the potential to build a brilliant human future.

Education

- 2023 **Computer Science** Bachelors Degree of Science *University of Oregon*
- 2018 **Electrical Systems Technology** Associates Degree of Science *American River College*
- 2021 FAA Private Pilot License

 Advanced International Aviation Academy
- 2017 Advanced Electronics and Telecommunications Certificate

 *American River College**

Projects and Relevant Coursework

WebGPU Research Project https://github.com/merriset/webGPU
Rasterizer in C https://bitbucket.org/trimercade/graphics
Parallel computing in C https://bitbucket.org/trimercade/operating-systems
Cloud Compute Chat App https://github.com/merriset/CS399_Project

Employment

2016 - 2017 Pastry and Bread Baker

Freeport Bakery, Sacramento CA, USA

 Worked alone and in teams to create high-quality, hand-made baked goods including breads, cakes, pastries and pies for sale in an award-winning bakery.

2015 - 2016 Artisan Bread Baker

Brickmaiden Breads, Pt. Reyes Station CA, USA

 Worked in a team to produce organic, artisanal wood-fired sourdough breads and pastries for local sale and delivery

Competencies

C, C++, C#
Javascript/Typescript
Web/Cloud
Python
Git
Linux Systems

Interests

App Development
Game Development
Computer Graphics
Simulations
Open-source
CNC Systems
Aviation
SCUBA Diving
Wood Working

Languages

German A1 (Goethe tested) English (native)

Volunteering

Greenhill Humane Society, Eugene OR

Software

Visual Studio Unity SideFX Houdini Zbrush InkScape GIMP Office