

Scott Douglas

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Objective

To obtain a fulltime position in the field of Computer Science.
Available Beginning September 2005.

Education

Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Computer Science, Minor in Psychology, Expected May 2005, GPA: 3.93

Awards

Rochester Institute of Technology Dean's List - All Quarters
RIT Presidential Scholarship
Nathaniel Rochester Society Scholarship
RIT Outstanding Undergraduate Scholar Award
Golden Key International Honour Society Member

Skills

Languages: C, C++, Java, Java Server Faces, HTML, PHP, JavaScript, Ruby
APIs: OpenGL, DirectX, Renderman, Swing
Operating Systems: Linux, Unix, Windows 98/2000/XP, Mac OS X
Other Software: Eclipse, JUnit, ant, vim, Office, gcc, cygwin, Visual Studio, Photoshop, Maya

Work Experience

Software Developer (*June 2003 – current*)
Acxiom Corporation, Financial Services Solutions Group, Conway, AR
Java GUI and program design for a large internal tool that connects to a server to manipulate database files. GUI design for a larger external tool for Providian. Created a custom Java Server Faces component to choose a file on a remote machine using backing beans to call web services.

Student Lab Instructor (*September 2002 – November 2002*)
Rochester Institute of Technology, CS Department, Rochester, NY
Assisted 16 Computer Science 1 students with Java programming in a Unix environment.

Java Programmer (*May 2002 – July 2002*)
University of Arkansas at Little Rock, Instructional Technology Department, Little Rock, AR
Implemented templates of learning objects using Java applets. Created user documentation.

Coursework

Tirian Journey – A 2D game engine written in DirectX and C++. Focused on the rendering and isometric tiling engine. Created tools to speed game development.

SpaceShooterX – A 3D game engine written in DirectX and C++. Implemented an octree for collision detection and static object culling. Worked on terrain culling against the view frustum. Created HUD components. Designed a generic particle system class and implemented subclasses.

Raytracer – A recursive raytracer written in C. Supported reflection, transmission, and Phong illumination. Created a scene similar to Turner Whitted's scene from his 1980 paper.

Bowling Simulation - A complete bowling alley simulation for Software Engineering written in Java. Main focus was on the Scoring System and its GUI. Designed custom Java components. Worked on overall GUI design and a dynamic GUI for searching the database.

Affiliations

Member, RIT Players - RIT's student run theatre club, (*2001 – 2004*)
Treasurer 2003 – 2004. Minor role in Tom Stoppard's *Rosencrantz and Guildenstern are Dead*.

Member, Computer Science House, (*2002 - current*)
Finished an event database and story database in PHP. Implemented a PHP client to interface with the Coke machines Computer Science House has hooked up to its network.

Member, ACM SIGGRAPH, (*August 2003 - current*)
Attended SIGGRAPH 2004 computer graphics conference.