| Gregary Pergrossi  Professional embedded software engineer and hobbyist game developer looking for a job in computer graphics or the games industry. (He/Him) | 26 Appleby Circ.  Mazomanie, WI 53560  **(224) 489-8387**  [**gpergrossi@gmail.com**](mailto:gpergrossi@gmail.com)  Portfolio: gpergrossi.com |
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| EXPERIENCEDISTek Integration, Inc. — *Software Engineer*June 2018 - January 2022 Worked as a Software Engineer contractor for John Deere, developing vehicle controller software for four-wheel-drive loaders. EDUCATIONIllinois Institute of Technology, Chicago — *BSCpE* Computer Science and Computer Engineering classes. Research Assistant and TA for Systems Programming class (Unix and C). Camras Scholarship, Dean’s List, Illinois State Scholar (ISAC). Illinois Mathematics and Science Academy — *GED* A boarding high school for students with a talent for math and science. (SAT scores and application-based entry, excellent professors). PROJECTSDISTek — *Vehicle Displays* Primary developer on a low-spec, “cost saver” LCD vehicle display  Designed the structure and interfaces of our C++ code base  Identified, reported, and solved operating system issues  Developed localization scripts and rendering code DISTek — *Four-Wheel-Drive Loaders* Active Command Steering System  Team of 4 developers, Object-Oriented C, 4 safety-redundant CPUs  Early “SmartWeigh” System  Coordinated with senior engineer to convert Matlab machine learning  models to C code for execution on our microcontroller Portfolio Website — Dev. Projects Custom-coded game development portfolio website (<http://gpergrossi.com/>) | AWARDS Camras Scholarship  German Language Bronze Certificate 2012 (AATG)  3rd Place ($3000 Prize) in Regional Hacking Event SKILLS  * Game and Simulation programming * Computational Geometry  (2D and 3D Math) * Procedural Generation * Shader Programming (HLSL) * Profiling and Optimization  SOFTWARE  * Agile Development   Version Control (Git/SVN)  Build Tools (Make, Gradle)  Unix (SSH/FTP, bash, vim)  Game Engines (Unity and Unreal 4) LANGUAGES C#, C/C++, Java, Python, Perl, HLSL, and many others. I can learn new programming languages quickly. |