Gregary Pergrossi

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Portfolio: gpergrossi.com

Professional embedded software engineer and hobbyist game developer looking for a job in computer graphics or the games industry. (He/Him)

EXPERIENCE

DISTek 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.

EDUCATION

Illinois 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).

PROJECTS

DISTek — *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.