| Gregary PergrossiProfessional 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**Portfolio: gpergrossi.com |
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| EXPERIENCEDISTek Integration, Inc. — *Software Engineer*June 2018 - January 2022Worked 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 displayDesigned the structure and interfaces of our C++ code baseIdentified, reported, and solved operating system issuesDeveloped localization scripts and rendering codeDISTek — *Four-Wheel-Drive Loaders*Active Command Steering System Team of 4 developers, Object-Oriented C, 4 safety-redundant CPUsEarly “SmartWeigh” System Coordinated with senior engineer to convert Matlab machine learning models to C code for execution on our microcontrollerPortfolio Website — Dev. ProjectsCustom-coded game development portfolio website (<http://gpergrossi.com/>) | AWARDSCamras ScholarshipGerman Language Bronze Certificate 2012 (AATG)3rd Place ($3000 Prize) in Regional Hacking EventSKILLS* 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)LANGUAGESC#, C/C++, Java, Python, Perl, HLSL, and many others. I can learn new programming languages quickly. |