

W. Zackary Sullivan

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Education

Clemson University
B.S. Computer Science

May, 2018
In-Major GPA 3.43

Programming Experience

GPGPU Computing

Fluid flow simulation on a TitanX GPU using CUDA. Our implementation was able to produce the complete simulation 25% faster than the benchmark implementation.

VR Application

Allows for the creation of stop-motion animations while in VR. Can be used with any model compatible with Unity. Required a re-implementation of a portion of the unity animation system to optimize it for our use-case.

2D Game Engine

A highly extensible, event driven game engine built on top of SDL. The design of the game that uses this engine is defined via JSON.

Makefile

Originally designed and created for Dr. Brian Malloy and his students in his 2D Game Engine Construction course at Clemson University. With only slight modifications, this Makefile can compile any C++ program that gets turned into a single executable.

Misc. Other Projects available on [my website](#) and on [Gitlab](#).

Work Experience

Independent Work

Providing support for software and hardware issues, including performance optimization, malware removal, application training, network configuration, and software installation. One of my clients runs a privately owned radio telescope that I provide periodic software maintenance for.

2013-Present

Clemson University Library

Helped with the removal of old government documents from the Library's catalog system. My attention to detail there resulted in my promotion to the lead of adding the Library's existing microfilm collection to the catalog.

2017-2018

Pendleton High School Marching Band

Lead the instruction of the percussion section for the PHS Marching Band.

2012-2013

Skills

Software

Git, Vim, GCC/Clang, CMake, SCons, Visual Studio, Unity, Unreal Engine 4

Programming Languages

C++, C#, C, Python, Javascript, Make, SQL, PHP, LUA, OpenCL, CUDA, Bash, Java

Personal Skills

Rapid Skill Aquisition, Punctual, Detail Oriented, Reliable, Dedicated