S Kyle Anderson

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EMPLOYMENT

IT Specialist, Software Applications   Washington, DC
Bureau of Labor Statistics, Department of Labor   2010–present

- Developed a .NET user interface system (MARS) for reviewing and analyzing consumer price index data with a small team.
- Designed and implemented several forms for MARS, including assignment management and index data review.
- Performed unit testing and worked with designers, users, and testers to create a customized experience for eight user types.
- Designed and prototyped an experimental web-based survey system with full offline functionality using a .NET MVC backend and an AJAX powered front-end.
- Wrote the programming style guide for MARS.
- Attended training and conducted research in order to serve as team expert in web technologies and javascript.

Computational Tools Intern   Silver Spring, MD
Center for Devices and Radiological Health, FDA   2008–2009

- Designed and developed cross-platform user interface software that allows users to simulate experimental CT and tomosnythesis simulations.
- Developed software to convert 3D volume phantoms into triangle meshes for x-ray simulation.
- Created tools to smooth undesired jagged edges in 3D meshes and reduce the number of triangles to optimize simulations.

GAMES

- Created 12 games, including platformers, rhythm games, shooters, and classic arcade games, in 2013 as part of the One Game A Month project.
- Developed games in Java, HTML5/Javascript, and C++, with three games being Ludum Dare entries and each made in 48 hours.

EDUCATION

M.S., Computer Science   2009
George Washington University, Washington, DC

B.S., Computer Science, B.S., Mathematics   2006
University of North Carolina Asheville

RELATED GRADUATE COURSEWORK

Adaptive Learning Systems

- Built collective learning automata that uses a Monte Carlo statistical learning technique to play a particular variant of dominoes.

Computer Graphics II

- Built a 3D rendering package, kRenderer, from scratch in Java. kREnderer loads 3D models, applies perspective transformations, and renders using scan conversion while illuminating, shading, and texturing the model.

SKILLS

Languages and Frameworks

- C/C++, .NET (C# / VB), Java, XNA, Microsoft DirectX, OpenGL, slick2d, melonJS

Software

- 3ds Max, Motionbuilder, Photoshop, Blender, GIMP, Unity