

Kevin Nyman
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Education

Drexel University
Bachelor of Science in Computer Science, GPA 3.32

Philadelphia, PA
Anticipated Graduation - June, 2008

Computer Skills

- **Operating Systems and APIs:** Windows, Linux/Unix, OpenGL, DirectX 9.0c, HLSL
- **Languages:** C/C++, Java, XML, XSL, JavaScript, HTML, CSS, SQL, Assembly
- **IDEs and Source Control:** VS 6.0, .NET, Slickedit, Eclipse, CVS, SVN, Perforce, Araxis Merge
- **Test, Metrics, and Documentation:** CppUnit, JUnit, Doxygen, Javadoc, UML
- **Debugging:** Visual Studio, DDD, GDB, dbx, Valgrind, Rational Purify
- **Scripting and Tools:** Lua, Python, Perl, Bash, make, GCC, Photoshop, GIMP, Milkshape 3D

Personal Projects

- **Coordinated** a top down game with an artist and musician for the 2008 IGDA Philly 48 Hour Game Jam
- **Designed** and implemented reusable data-driven GUI that has been used in multiple projects founded on XML and decoupled design

Academic Accomplishments

- **Taught** interactively as a Teaching Assistant for the Computer Science Department at Drexel University from 2004 to present for beginner to advanced classes
- **Developed** a multi-threaded ray tracer with shadows, reflections, multisampling, adaptive supersampling, AABBs, octrees, and an advanced logging system that uses XML and XSLT
- **Surpassed** project requirements and personal milestones by developing a cross-platform real-time terrain editor that was built with C++, OpenGL, and XML

Software Development Experience

ACIN – Camden, NJ
Simulation Developer

March to September, 2007

- Expanded functionality of OPNET's network simulation package to incorporate parts of RFC3963
- Researched and implemented network technologies emphasizing Mobile IPv6 and Network Mobility

Vertasent, LLC - Colmar, PA
Linux Software Developer

March to September, 2006

- Developed a thin client configuration manager tool collaboratively with a small team utilizing Ajax to communicate asynchronously between server and client
- Refactored code by reducing duplication and coupling for maintainability and modularity
- Practiced strong leadership and technical communication skills by training new employees on projects and coding standards

Analytical Graphics Incorporated – Exton, PA
Unix Software Developer

March to September, 2005

- Converted Terrain and Texture loading and saving procedures to be cross-platform compliant by modifying padding and byte endianness for real time aerospace simulations
- Maintained parallel functionality on multiple platforms by removing memory leaks and bugs using debugging tools specific to each platform