

Kevin Hobson
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OBJECTIVE

To obtain a software engineering position which will allow me to create and maintain quality software while expanding my expertise

EDUCATION

Cornell University, Ithaca, NY

Master of Engineering in Computer Science, May 2010

GPA: 3.633 (4.00 scale)

The Ohio State University, Columbus, OH

B.S. in Computer Science and Engineering, June 2009

GPA: 3.935 (4.00 scale) Summa Cum Laude, with Honors in Engineering

Anderson High School, Cincinnati, OH

GPA: 4.475 (4.00 scale) May 2005, salutatorian of class of 376 students

HONORS AND ACCOMPLISHMENTS

- Achieved Dean's List all 12 quarters of enrollment at Ohio State
- 2005 National Merit Finalist, received National Merit Scholarship
- Received the OSU College of Engineering Robert F. Shurtz Award, 2006
- Received Robert C. Byrd and Ohio Academic Scholarships; Distinguished Merit Scholarship from Ohio State

WORK EXPERIENCE

Seapine Software, Cincinnati, OH

Co-op Software Engineer (June 2007 – August 2009)

- Worked as part of the development team for TestTrack, Seapine's flagship product (written in C++)
- Wrote a large-scale GUI unit testing utility in C++ and incorporated the test into TestTrack's daily builds
- Found and fixed defects in the TestTrack application on multiple platforms (Linux, Windows, Mac)

ENGINEERING PROJECT EXPERIENCE

National Science Foundation Computer Science Exploration Grant (Cornell, Fall 2009 – Spring 2010)

- Software developer working as part of \$10 million NSF grant for the creation of "Computational Sustainability"
- Developed educational video games providing an empowering experience in computer science and sustainable development to middle school students
- Won Goldman Sachs Creativity Award and Google Honorable Mention at Cornell's BOOM Expo

Fab@Home Computational Synthesis (Cornell, Fall 2009)

- Collaboration aimed at bringing personal fabrication and custom object manufacturing to average households
- Wrote backend printing algorithms and frontend GUI applications to enable three-dimensional object printing

Video Game Design Project (Ohio State, Spring 2009)

- Team project written in C# using Microsoft's XNA framework and using client-server source control
- Screenshots, video, final presentation slides, and installer available at kevinhobson.com/modularshooter/

SKILLS

- Thorough understanding of computer programming using C/C++, C# and Java
- Thorough understanding of software engineering, application life cycle and configuration management
- Experience with interactive graphics techniques such as programmable shading, physically based animation
- Organizational and teamwork skills gained through coursework, team projects and work experience
- Extensive use of Linux, Windows, and Mac software development environments
- Extensive use of Qt software development toolkit

References and transcripts available upon request.