

Cole Brandon Hoosier

2388 W Fredrickson Dr, Olathe, KS 66061
cole.hoosier@gmail.com, 913.938.6722

Objective Full-time software development position solving challenging problems that impact lives

Education **Kansas State University, Manhattan, KS**
B.S. in Computer Science, May 2007
Minor in Economics
* *Achieved a 4.0 GPA while working 30 hours/week* *

Skills	Languages	Tools	Operating Systems
	C++	Visual Studio	Linux
	C	Vim	Windows
	Python	UNIX shell scripts	MacOS X
	ARM assembly	git	

Experience **Software Engineer** **May 2007 – Present**
Garmin International Olathe, KS

- Coordinated integration of modules from other departments into new product codebase to reduce time to market and increase flexibility
- Mentored coworkers on object-oriented programming with a new UI toolkit and source control management with Git and Gerrit
- Extended and maintained window manager and graphics device interface for embedded systems; included adding OpenGL rendering to a raster-based UI toolkit
- Developed reliable communication protocol for ANT RF remote control
- Added support for caching and displaying weather data on new mapping engine

Software Engineering Intern **Summer 2006**
Garmin International Olathe, KS

- Implemented full network support for a Windows-based embedded system simulator using WinSock to emulate hardware-level network card access

Linux Specialist **January 2004 – May 2007**
Computing and Information Sciences Kansas State University

- Optimized backup infrastructure to more-than-double data throughput and provide greater security
- Implemented automated deployment strategy for Gentoo Linux, facilitating installation of an entire lab of machines in hours instead of days
- Administered backbone Linux and Solaris servers for 1000+ user network

Classwork *Honors Research Project* — Improved text widget for eXene
Restructured text box widget for eXene toolkit written in SML/NJ to improve performance, expandibility, and functionality. The level of interaction with the windowing system was similar to that provided by Xlib. The final presentation for the project is available at: http://www.hoozh.net/resume/honors_presentation.pdf

Software Engineering Capstone Project — GlobalFlyer video game
Led a team of students in developing a game that allowed players to fly in a 3D environment by utilizing the Object-Oriented Graphics Rendering Engine (OGRE 3D) and the FMOD audio library to enhance user experiences. Details of the project can be found at: <http://people.cis.ksu.edu/~hoozh/globalflyer/>

Updated: November 4, 2011