

Cole Brandon Hoosier

785 N Spruce St, Gardner, KS 66030
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

C

Python

C++

ARM assembly

Java

SML

OCaml

x86 assembly

Tools

CodeWright

Eclipse

Visual Studio

Vim

UNIX shell scripts

GNU toolkit

HTML & CSS

JSP

Operating Systems

Linux

Windows

MacOS X

Solaris

Experience

Marine Software Engineer

Garmin International

May 2007 – Present

Olathe, KS

- Developed reliable communication protocol for ANT RF remote control
- Added support for caching and displaying weather data on new mapping engine
- Extended and maintained window manager and graphics device interface for embedded systems

Software Engineering Intern

Garmin International

Summer 2006

Olathe, KS

- Implemented full network support for a Windows-based system simulator using WinSock

Linux Specialist

Computing and Information Sciences

January 2004 – May 2007

Kansas State University

- Optimized backup infrastructure to more-than-double data throughput and provide greater security
- Co-authored and 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: January 16, 2010