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# Alex Wissing

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## EDUCATION

**Master's in Computer Science** *University of Nebraska at Omaha* **Graduation: December 24**  
**Bachelor's in Computer Science** *University of Nebraska at Omaha* **Graduated: December 22**  
**Bachelor's in Computer Engineering** *University of Nebraska Lincoln* **Graduated: December 22**  
**Minors** - *Women & Gender Studies, Mathematics, Robotics*

## PROJECTS

### GPU-based Raytracer, C++ & GLSL, Vulkan ([https://github.com/silvercorked/RaytracerGPU\\_MastersProject](https://github.com/silvercorked/RaytracerGPU_MastersProject))

- A GPU-accelerated raytracer with a GPU-constructed BVH (LBVH) without Vulkan's raytracing pipeline. Implements the BVH described in Karras' "Maximizing Parallelism in the Construction of BVHs, Octrees, and k-d Trees"

### Raytracer, C++, OpenCV (<https://github.com/silvercorked/RaytracerInAWeekend>)

- Multi-threaded CPU-based raytracer. Handles Diffuse (Lambertian), Metallic, Dielectric, and Constant-mediums materials. Can render textures. Supports spheres, quads, and triangles

### Game Engine, C++, Vulkan (<https://github.com/silvercorked/Ritis>)

- A C++ & GLSL, Vulkan-based game engine in progress (followed tutorial)

### Image Processor, C++, OpenCV, Windows (<https://github.com/silvercorked/ImageProcessor-CSCI2620>)

- Toolset modifying images with layering structure via transformation, rotation, and scaling

### Ovalmate, C, C#, LPC5512 SDK, ARM Cortex M3, Windows (<https://github.com/silvercorked/OvalMate>)

- Firmware for Ovalmate v1.0 for Election Systems & Software, a PCB and Windows software solution for automatically marking ballots for ballot tabulator testing and evaluation. Program communicates over USB and drives motors, IR sensors, and switches

## PROFESSIONAL EXPERIENCE

### Graduate Assistant, UNO January 2023 - June 2024

- Developing new visualization techniques for machine learning models
- C++-based multi-threaded program for sampling model and generation visualization information
  - **Technologies Used:** C++, Python, JS, D3.js, Cmake

### Student Software Engineering Lead, UNO: CMIT Attic December 2018 - December 2022

- Contributed to and launched US - India Partnership 2020 website (team of 2)
  - Developed tools to assist in programming problems using Laravel, Vue, and Bootstrap
  - Developed Mathematical equations for generalizing parabolic curves to populate chart
  - **Technologies Used:** PHP, JS, Laravel, Vue, Bootstrap, D3.js, MySQL
- Lead a team to create a platform for distributing and consolidating intervention studies (team of 5)
  - Backend API using Laravel and data visualization via D3.js, Vue, and Bootstrap
  - Connected backend with AWS S3 to store images from users
  - Created Phone app that served website and kept user state
  - **Technologies Used:** Python, JS, Laravel, Vue, D3.js, AWS, MongoDB, React-Native