

BRYAN Z. WAGSTAFF

CURRICULUM VITAE

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CAREER OBJECTIVE

Design, develop, and test 2D and 3D graphical software

EMPLOYMENT

PROGRAMMER 2001 - PRESENT
Wavetronix, LLC Provo, Utah

With another programmer and an artist, wrote an application to visualize traffic flow along the Salt Lake City Interstate systems. The system is being used for broadcast on local television news, and prepared for use in other cities around the nation. Migrated custom hardware configuration utilities to Palm OS, replacing costly laptop computers with inexpensive handheld devices. Assisted in formalization of documentation procedures.

ADVANCED 3D GRAPHICS LABORATORY RESEARCH ASSISTANT 1999 - 2001
Brigham Young University Provo, Utah

Performed research on display of very large terrain (height grids) and gigabyte texture maps. Researched storage and transmission methods for hierarchical representations of data, used to render the data at interactive rates on inexpensive commodity hardware.

FREELANCE WEB PAGE DESIGNER 1997 - 2001

Developed web pages for several groups, including school departments and organizations, an automobile dealership, and some small businesses. No specific links or names will be given as I do not control content for those groups, instead I provided templates, pages based on their content, web applications and scripts to them.

INTERN PROGRAMMER AND PRIMARY SOFTWARE TESTER 1997 - 1999
Option Technologies, Inc. Ogden, Utah

Performed support tasks in conjunction with the programming team. Managed QA and defect tracking. Wrote test plans for partial regression tests, and carried out various testing procedures for an interactive polling program. Developed a corporate web site, including secure areas for customers and resellers to obtain the latest releases and beta versions of software.

LAB ASSISTANT AND STUDENT PROGRAMMER 1995 - 1997
Weber State University Ogden, Utah

Maintained computer labs of 35, 12, and 10 computers. Wrote scripts to adjust computer configurations after running Norton Ghost. Assisted the Academic Computing Services office in designing the Windows 3.11 to Windows 95 transition, including building and testing the configuration of Windows 95 that was implemented on the student computer network campus-wide (600+ computers, approx. 150 different Windows programs on each machine)

PUBLICATIONS

WEBER STATE UNIVERSITY HONORS THESIS, 1999.

Technical paper in multiple disciplines, evaluating the restrictions of cryptography. Analyzed several forms of encryption and digital security, both those affected by International Traffic in Arms Regulations (ITAR) and several that are not. Detailed how the ITAR are ineffective in the area of electronic security. Concluded that from the law enforcement perspective, the ITAR entries for encryption and computer security should be removed.

EDUCATION

GRADUATE PROGRAM	1999 - 2002
<i>Brigham Young University</i>	<i>Provo, Utah</i>

Completed graduate course work equivalent to a master's degree. Instruction included theory, graphics, artificial neural networks & machine learning, analysis & design, and parallel programming.

BACHELOR OF SCIENCE, COMPUTER SCIENCE	1995 - 1999
CUM LAUDE, UNIVERSITY HONORS AND DEPARTMENTAL HONORS	
<i>Weber State University</i>	<i>Ogden, Utah</i>

Instruction included general Computer Science topics with an emphasis on network programming and systems integration. Honors work included multi-discipline research in law enforcement and data security systems.

PROGRAMMER CERTIFICATE	1992-1994
<i>Davis Area Technical Center</i>	<i>Kaysville, Utah</i>

In the summers between High School, earned in 9 months a certificate that takes most adults 18-months. Instruction was primarily self-directed activity in introductory level Computer Science. Additional work involved basic accounting, 10-key, and many small-business fundamentals. Assisted the professors in developing two new study groups for Windows Programming and BBS & Internet Fundamentals.

SKILLS & ACCOMPLISHMENTS

Several years of work experience with OpenGL, DirectX, TCP/IP, Internet Sockets, Window API and MFC programming, realtime visual simulations, and dynamic 3D model decimation and restructuring.

Developed visualization and networking code which runs on multiple platforms, including Windows NT & 2000, Irix, HPux and Linux, using Berkeley sockets, OpenGL and the GLUT toolkit.

Participated in the ACM Intercollegiate Programming Contests at the University and the Rocky Mountain Region levels.