

1164 Laurel St  
Berkeley, CA 94708

(608) 215-1855  
jbfiedler@gmail.com

# Justin Fiedler

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## OBJECTIVE:

A professional position in software development. Special interest in computer vision and specifically in image processing, object recognition, and motion capture.

## EDUCATION:

**University of Wisconsin-Madison** Major GPA 3.86 / 4.0  
**B.S. Computer Science, May 2007** Cum. GPA 3.82 / 4.0  
- *graduated with distinction*

## ACADEMIC AWARDS:

Deans List, awarded each semester September 2003 through May 2007  
Phi Beta Kappa Inductee

## COURSE EXPERIENCE:

Algorithms, Artificial Intelligence, Bioinformatics, Network Flows, Computer Architecture, Network Security, Operating Systems, Optimization, Theory of Computation, Computer Graphics and Image Processing

## COURSE PROJECTS:

### *Graphics*

Implemented numerous graphical effects including volumetric shading, particle effects, and dynamic path generation in a virtual environment.

### *Programmable Pipeline*

Implemented real-time ambient occlusion using GPU programming in GLSL.

## WORK EXPERIENCE:

### **UW Madison Geography Dept**

**Contact Center Consultant**, September 2005 – 2007

- Web-Database programming
- Hardware and software maintenance
- Provide technical assistance to UW staff and students
- Ensure smooth and consistent functionality over a large network of diverse machines

## TECHNICAL SKILLS:

Assembly, C/C++, GLSL, HTML, Java, JavaScript, MySQL, OpenGL, PHP, Ruby (on Rails), Visual C++, Code Development in both Unix and Windows Environments

## ACTIVITIES:

Mountain Biking, Hiking, Cooking, Running, Guitar Hero, Grilling, Ping Pong