

Landon Woolley

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WORK EXPERIENCE

Idaho National Laboratory

September 2017 – December 2017

Applied Visualization Laboratory Intern

Idaho Falls, ID

- Created software that allows volumetric data sets to be rendered in real time inside the Cave Automatic Virtual Environment, a three-dimensional environment where the user wears stereoscopic glasses to create depth perception and can manipulate and control the data using a wand tool.
- Increased the render times by implementing hierarchical Z-ordering to manipulate individual bits and eliminate unnecessary processing.
- Developed virtual reality capabilities for the volumetric data sets.

Web Developer

September 2015 – Current

Freelance

Rexburg, ID

- Worked with clients to design user stores to meet their specifications, then developed and implemented those solutions.
- Developed both front and back-end code, created online stores, adjusted website layout, and fixed errors.
- Created logos and artwork with Adobe Photoshop and Illustrator.

Kratos Defense and Security Solutions

August 2013 – August 2014

Corporate Headquarters and Division Office

San Diego, CA

- Provided support on combat training devices using C++.
- Improved security for the business database by backing up data.
- Implemented SSL encryption on the login page to enhance website security.

PROJECTS

Physics Calculator App

80 Hours

Brigham Young University – Idaho

Rexburg, ID

- Created a physics calculator app for the android marketplace using Android Studio. The app provides a step by step solution guide for each problem, thus enhancing the knowledge of those who use it.
- Learned to use XML and Java while working on the UI and UX.

Website Development, Design, and Maintenance

20 Hours

Mammoth Longboards

Rexburg, ID

- Created a professional website built on HTML, CSS, PHP, and JavaScript by creating a full-featured mock professional website with advanced functionality.
- Created logos and advertisement using Adobe Illustrator and Adobe Photoshop.

EDUCATION

Bachelor of Science in Computer Science

Graduated July 2018

Brigham Young University – Idaho

Rexburg, ID

- **GPA:** 3.4
- **Relevant Coursework:** Software Engineering, Object Oriented Programming, Procedural Programming, Web Development, Android App Development, Data Structures, Computer Security, Computer Architecture.
- **Significant Projects:** Created a physics app that solves advanced physics problems. Created Moon Lander, Asteroids, Skeet, and other games using C++. Created professional websites.

SKILLS

- C#
- C++
- Java
- HTML/CSS
- Git
- Unity
- JavaScript
- Visual Studio
- Android Studio
- Microsoft Office
- Photoshop
- Linux