Malcolm Diller

Contact Info

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- Malcolm Diller
- Not Currently Specified

Languages

Proficient

- Python
- C#
- JavaScript
- SQL
- HTML/CSS

Familiar

- C++
- C

Education

Oregon State University

B.S. in Computer Science
Graduated December 8th, 2017
GPA: 3.43

I enjoy working on complex problems and creating elegant solutions. I am a fast learner, and take it upon myself to learn new concepts and work on personal projects in order to expand my knowledge.

Work Experience

Biotronik / MSEI **Lake Oswego, Oregon (March 2018 - Present)**

- Design mobile applications which communicate with implantable devices
  - Written in C# using Xamarin

Steelcase **Portland, Oregon (July 2016 - December 2016)**

- Developed modular firmware testing system from the ground up
  - Written in C#.NET and C
  - Makes use of the HIL(Hardware in the Loop) technique
  - Built to be able to test a variety of different devices
- Participated in meetings, reviews, and planning sessions

Biotronik / MSEI **Lake Oswego, Oregon (March 2015 - September 2015)**

- Worked on a compilation of project-management tools used by developers
  - Written in C#.NET with a UI implemented in WPF
  - Reworked the test management system
  - Recreated the review management system
- Collaborated with the users of the system in meetings and discussions

Metratek (for Welch Allyn) **Beaverton, Oregon (June 2014 - September 2014)**

- Worked on an automated testing program for testing an ECG unit
- Ported code from a VB .NET project to a new C# project
- Participated in project meetings and code reviews

Personal Projects

MangoByte

View Source

- A bot written in Python for a voice and chat application called Discord
- 53 unique commands, including:
  - Create discord embed objects to show usage data
  - Link users to their Steam accounts
  - Use PIL to create a GIF from the JSON data of a Dota 2 match
- Connects to voice channels to act as a soundboard, introduce people joining the channel, and for text-to-speech

Low-Poly Earth

View Source

- A 3D rendering of the Earth, using a relatively small number of polygons
- Rendered using THREE.js / WebGL, and made to work on mobile and desktop
- Built using elevation data from the Google Maps API
- Easily configurable from a pop-out menu
- Bundled via Webpack

References available upon request