

**ADAM GASHLIN** – agashlin@gmail.com – gashlin.net

## Skills

- Expertise in C
- Experience with Python, JavaScript, CoffeeScript, C++, Lua, PHP, Java
- Debugging with gdb, Microsoft Visual Studio, printf and hex editors
- Reverse engineering from x86, ARM, and PowerPC binaries, using IDA Pro and others
- Audio and data compression
- Interpretation and virtual machines
- Digital logic design

## Employment

**PhD Candidate**, New York University, New York, NY 9/2012 - 5/2015

- Researched software visualization for programming education, formal methods for software verification, and optimal transmission of Huffman codes
- Designed interactive diagram experiments in JavaScript
- Implemented Etherpad Lite collaborative editor client in Java
- Created rubrics and graded homework for undergraduate Computer Architecture course
- Prototyped Executive Function training game in JavaScript
- Collaborated via Git version control

**Software Engineer**, Zindagi Games, Camarillo, CA 3/2011 - 12/2011

- Developed and debugged UI and save game systems in Lua and C++
- Created pipeline for cutscene subtitling
- Scripted sound effects and music
- Collaborated with other developers and UI artists via Perforce version control
- Shipped PS3 title "Medieval Moves: Deadmund's Quest"

**Software Engineer**, International Business Machines Corporation, Austin, TX 6/2008 - 5/2010

- Maintained, documented, and enhanced the distributed locking component for PowerHA pureScale, a high-availability high-performance cluster technology, in C and C++
- Developed custom debugging framework for AIX and SUSE Linux on PowerPC 64 and x86-64
- Analyzed and fixed defects reported by DB2 stakeholders, tracked with Rational ClearQuest
- Collaborated with team via Rational ClearCase and Subversion version control

## Independent Projects

- Developed audio decoding, sound bank, and file system extraction tools in C, C++, and Python
- Designed and prototyped games in JavaScript (HTML5 canvas), ActionScript 2.0, Python, and Lua
- Wrote 1k NES game in 6502 assembly, "Escape from Pong"
- Developed NES emulator for N64 in MIPS assembly, "Neon64"

## Education

**Master of Science in Computer Science**, New York University, New York, NY 5/2015

**Bachelor of Science in Computer Science**, Rutgers University, New Brunswick, NJ 5/2008