

# Curtis G. Fonger

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- Objective** Seeking a full-time position in the field of computer science.
- Education** **Massachusetts Institute of Technology** **Cambridge, MA**  
Candidate for Master of Engineering in Electrical Engineering and Computer Science June 2009  
S.B. in Computer Science and Engineering June 2008  
S.B. in Mathematics June 2008
- Minor in Music. GPA: 4.2/5.0. Current coursework: Computer System Architecture, Computer Graphics. Past coursework includes: User Interface Design and Implementation, Laboratory in Software Engineering, Introduction to Algorithms, Systems Engineering, Artificial Intelligence, Randomness and Computation, Signals and Systems, Fourier Analysis: Theory and Applications, Abstract Algebra, Topology.
- Experience** **MIT Computer Science and Artificial Intelligence Laboratory** **Cambridge, MA**  
**Research Assistant** June 2008 – Present
- Developing the compiler for the Fresh Breeze processor, a multiprocessor chip architecture designed to adhere to modular programming principles. Using a subset of Java as a function programming language for the principal language for the processor, this new architecture is able to include features such as global shared address space, hardware garbage collection, and write-once memory blocks.
  - Designing compiler aspects including the machine-level method call protocol, compiler function inlining, and nested function handling.
- MIT Department of Civil and Environmental Engineering** **Cambridge, MA**  
**Teaching Assistant** September 2008 – Present
- Teaching assistant for Introduction to Computers and Engineering Problem Solving, an introductory Java class composed of over 140 students from several departments. Concepts range from Java language fundamentals to introductory algorithms and data structures.
  - Responsible for teaching two recitation sections, formulating exams and homework, providing help during office hours, and ensuring that students understand the key concepts of the class.
- Electronic Arts** **Redwood City, CA**  
**Software Engineer Intern** June 2007 – August 2007
- Co-developed Sweet Tooth 2, a game written in Java for Pogo.com, an online casual games destination with several million subscribers. Implemented new game logic, several animations, sounds, and game messaging mechanisms, and contributed to the gameplay design.
  - Designed a wiki-conversion parser for translating a SnipSnap wiki into a MediaWiki installation. Extended MediaWiki functionality with PHP to improve the productivity of the Pogo team.
- Amazon.com** **Seattle, WA**  
**Software Design Engineer Intern** June 2006 – August 2006
- Developed a new system for storing and deploying email templates responsible for all of Amazon.com's marketing emails, using automatic version control. Provided a new web interface for creating email templates, shortening email campaign creation time by about one day.
  - Introduced a feature to the internal email marketing web application which allowed users to make new campaigns with data from previous ones, simplifying the campaign creation process.
- MIT Robocraft Competition** **January 2006**
- Competed in 2006 and 2008 Robocraft (Battlecode), a competition in which over 100 teams battle for more than \$20,000 in prizes by developing game AI engines in Java to fight in a virtual battlefield.
  - Developed and implemented strategies for the team's AI engine with dynamic decision making by interpreting messages sent about game board information.
- Independent Projects** **Java-o-matic**
- Developing a free web-learning destination for learning Java through video tutorials, a text tutorial counterpart, programming exercises, and a forum. The site can be found at <http://www.javaomatic.com>.
- QuizMaster**
- Developing a computer program in C++ to help students review material they wish to learn, either for class or simply for independent learning. Started as a final project for MIT's user interface class, the program is designed with ease of use and learnability in mind.
- Skills**
- Proficient in: Java, C++, Perl. Knowledge of: PHP, Python, Scheme, Bash. Computer networking and support. Web design (HTML, XML, CSS). Experience with Linux/Unix, Mac OS X, Windows XP.
- Awards & Interests**
- Battlecode: Best Formation (2008). AP Scholar with Distinction (2004). National Merit Scholarship semi-finalist (2004).
  - Interests include singing with the MIT Chamber Choir, video games, and conversational French.