Alex Kautz

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US Citizen

GOAL

- Full-time Software Engineering position that leverages my experience in algorithms, human-computer interaction, and data management and that provides opportunities to learn new skills and technologies.
- Join an agile development team that creates software to solve real-world problems.

WORK EXPERIENCE

Intern   **Summer 2019**
1010data   **New York, NY**

During this ten-week internship, I worked on a web back-end in Flask (Python) to manage Apache Airflow instances. I created a role-based access control system in order to enable safe and secure access by company employees. Through this project, I developed experience with REST APIs and database management through the Python library SQLAlchemy.

National Science Foundation Research Experience for Undergraduates   **Summer 2017**
University of Minnesota   **Minneapolis, MN**

Implemented an interactive graphical user interface for IBRelight, an image-based rendering and relighting tool for cultural heritage applications. The application creates a 3-dimensional model of an object from a series of still photographs. The interface allows the user to view the object under different lighting conditions and from any position in space.

> Paper: "IBRelight: An Image-Based 3D Renderer for Cultural Heritage", by Michael Tetzlaff, Gary Meyer, and Alex Kautz. Presented at *Archiving 2018: Digitization Preservation, and Access*, Washington, DC, April 2018.

Research Assistant   **Summer 2014**
Visual Perception Laboratory, Rochester Institute of Technology   **Rochester, NY**

Performed original research on the psychological phenomena of "attentional blink". Implemented a system that briefly flashed images and ran experiments measuring the ability of subjects to recognize faces.

EDUCATION

B.A. in Computer Science, Magna Cum Laude   **Class of 2020**
University of Rochester   **Rochester, NY**

GPA: 3.91. Minor in Mathematics**.** Coursework included AI, HCI, Theory of Computing, Tools for Data Science, and Honors sequences in calculus and linear algebra.

SKILLS

Programming Languages: Extensive experience with Java and Python, some experience C++.
Tools and libraries: Blender, GitHub, AirFlow, Flask, SQLAchemy, Docker.
Methodologies: Agile development, unit testing, test-driven development, user-centered design.