

Brandon Luton

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EDUCATION

Bachelor of Science in Computer Science

May 2024

University of Maryland, Baltimore County (UMBC) | GPA: 3.9

- Artificial Intelligence/ Machine Learning Track
- Data Science Track

COURSEWORK

Advanced GIS, Data Science, Exploring the Environment: A Geo-Spatial Perspective, Database Management Systems, Probability and Statistics, Artificial Intelligence, Machine Learning

SKILLS

GIS: ArcGIS, QGIS, ArcGIS Field Maps

Programming: Python, C++, Java

Data Science: SQL, R

PROJECTS

Advanced GIS

- Performed Species Distribution Modeling on Vulnerable Marine Ecosystems
- Utilized the prioritizr R package and QGIS to use systematic conservation planning techniques to optimize protected regions

Exploring the Environment: A Geo-Spatial Perspective

- Performed a spatial interpolation analysis across all soil samples using IDW and Kriging methods in ArcGIS

Software Engineering 1

- Collaborated in a team of five to develop a web app to display crime statistics of the city of Baltimore
- Duties included UI design with HTML and CSS and utilizing the JavaScript library Leaflet to create an interactive map

WORK/INTERNSHIP EXPERIENCE

Graduate Teaching Assistant, Virginia Tech

Spring 2025

- Assisted in classroom duties for an Undergraduate Capstone course

Undergraduate Research Assistant, UMBC Ebiquity Lab

Fall 2023

- Assisted in performing various privacy attacks on generative tabular data

Student Trainee, Naval Surface Warfare Center, Indian Head

Summer 2023

- Created a new input method to generate meshes used by simulation code
- Created a Python interface to interact with legacy Fortran code

IT Intern, Charles County Sheriff's Office

Summer 2022

- Assisted specialist in helping to solve technical issues in the agency
- Performed software/hardware installations and asset destruction on older machines