Brian Whitney

Applied Physics and Applied Math Undergraduate,
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EXPERIENCE

SEAL Laboratories, Seattle WA — Undergraduate Researcher

October 2020 - Current

Signal Processing Research Assistant, As a researcher I assisted on projects that spanned physical fabrication to data analysis to paper publishing. I utilized skills such as Java, Python, and Matlab, as well as Excel and Slack for team communication elements.

Sigma Phi Epsilon Fraternity, Seattle WA — House Manager

October 2018 - October 2019

Managing house facility for a 100+ resident building, facilitating utilities, repairing a myriad of damages, Managing a house budget and overseeing a team of 50 workers.

Chess4Life, Bellevue, WA — Computer Science and Chess Coach

May 2018 - September 2018

Worked with children of all ages to improve their chess skills, critical thinking and problem solving. Students would learn how to design and fabricate their own video games in various languages and create working robots based on script written with me.

SEAL Laboratories, Seattle WA — Development Team Member

April 2018 - September 2018

Served as an editor, team facilitator and fabricator primarily working on a 3d rendering medical device called OstemyTech. Competed in product development competitions to gather funding for development and worked on viability or methodology.

EDUCATION

University of Washington, Certificate

Certificate in Big Data Technologies
Anticipated April 2021- November 2021

University of Washington, College of Arts and Science

Major in Applied Physics, Minor in Applied Math
September 2017 - Anticipated June 2021

SKILLS

MATLAB

JAVA

HTML/CSS

SOLIDWORKS

Arduino (Uno and Pro Mini)

Python

MPLAB

Electronics Fabrication

Excel

Slack

Eagle Scout (2016)

PROJECTS

SkunkWorks (Paper)

Zipf's Law (Paper)

Solidworks Clock Project

OstemyTech

Arduino Gas Regulator

Personal Website