Casey Manning

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EDUCATION

Stanford University 2020 - 2024

The Nueva School 2016 - 2020

EXPERIENCE

Temple Allen Industries MARCH 2021 - JUNE 2021

Programming & Machine Learning Intern. Developed a web app for remote control and monitoring of autonomous robotic systems. Worked on computer vision systems to control robot motion planning. Created web visualizer and data analytics to show real time abrasion patterns to robot operators.

Playground Global JUNE 2019 - AUGUST 2019

Worked as a robotics intern at Playground Global. Set up and programmed a robotic arm to autonomously cook omelettes. Designed and trained a computer vision system to control the cooking routine. Also designed and built an associated iOS app and database to let users order and customize omelettes for pickup from the robot.

Stanford Virtual Human Interaction Lab AUGUST 2021 - PRESENT

Participated in VR intensive training seminar program, working as a research assistant creating 3D environments for university virtual education study.

Teaching Introductory Programming APRIL 2017 - PRESENT

Teach students 9 – 14 years old using custom curriculum ranging from basic computer science in Scratch to AP CS and beyond. Guided students through making 3D games, networked chat apps, and image manipulation programs.

FRC Robotics SEPTEMBER 2016 - 2020

Participated on my high school's FIRST Robotics team. Taught Java / object oriented programming to new members, and worked on computer vision systems, autonomous robot control, and automatic camera calibration.

PROJECTS

Stanford XR SEPTEMBER 2021 - PRESENT

As part of the Stanford XR Immerse program, created an AR art application for making collaborative 3D virtual murals to share with other users.

Amanu — iOS Puzzle Game JUNE 2016 - AUGUST 2016

I created a puzzle game called Amanu where the player solves puzzles via gravity manipulation. Released on the app store at the end of the summer: https://itunes.apple.com/us/app/amanu/id1142733267

Unity Game Development SEPTEMBER 2016 - JUNE 2021

Created a variety of 2D & 3D unity games, available at https://spaaace.itch.io/

3D Modeling in Blender SEPTEMBER 2017 - PRESENT

3D modeling, rendering, and animation projects: https://caseymanning.github.io/#artwork

SKILLS

C++   Java   JavaScript   Python   Robotics   3D Modeling [Blender & Fusion 360]   Keras   Swift   C#   Unity