Gareth Fultz

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PROFILE

University of Cincinnati Computer Science student seeking a Spring 2024 and a Summer 2024 co-op position. Worked in cooperative environments where I developed innovative software applications using new technologies. Developed modern communication skills through work experience and extracurricular activities.

SKILLS

- Programming Languages: C#, Java, JavaScript/Typescript, Python, C++
- Programming Skills: Unity, Unreal, XR/3D Programming, 3D Math, Virtual Server Management, Web Development, Microsoft Office Suite, Git
- Other: Time Management, Excellent Communication Skills, Willing to Learn, Passion for Programming

EDUCATION

University of Cincinnati *Expected Graduation: May 2025*

Bachelor of Science – Computer Science

- 4.0 GPA - Dean's List
- Simultaneously Pursuing a Master of Engineering in Computer Science *(Expected Graduation: May 2025)*
- Honor's Student, IEEE Member, ACM Member, Mantei/Mae Award Recipient, CS Student of the Year Nominee

Bishop Fenwick High School *Graduated May 2020*

- 4.47 GPA (4.0 Unweighted) – Valedictorian
- Activities and Honors: Cross-country Captain, National Merit Scholarship Finalist/Recipient, Key Club, Community Service, National Honor Society Member, Spanish Honor Society Member

WORK EXPERIENCE

Kinetic Vision | Software Engineer Co-op *August 2021 – Present*

- Utilized game engines and cutting-edge technology to create interactive VR, Web, and 2D experiences.
- Designed and implemented a framework for multi-user, co-located Mixed Reality applications that is being used in multiple commercial applications.
- Created a library of tools to facilitate the development of VR hand-tracking applications.
- Contributed to and collaborated with diverse, multidisciplinary teams in a fast-paced environment.

Air Force Research Laboratory | Wright Scholar Research Assistant *June 2019 – August 2021 (Seasonal)*

- Worked on a toolkit to assist in designing aerospace vehicles using augmented reality and virtual reality.
- Developed features involving model analysis, multidimensional data visualization, and using real time sensor data to visualize objects in a virtual setting.
- Wrote an add-on application allowing users to load a 3D object and deconstruct it in a virtual environment.
- Used debugging tools to diagnose and fix issues in a large open-source library.

PROJECTS

Honors Modeling II Project *January 2021 – April 2021*

- Developed a python program with three group members to analyze multiple companies' logos using computer vision libraries.

VR Game Development *July 2021 – August 2022*

- Utilized Unreal Engine, C++ programming, and 3D math skills to design and create a Virtual Reality game for Oculus headsets.

References are available upon request