

Gareth Fultz

Miamisburg, OH | (937) 581-1438 | fultzgc@mail.uc.edu
linkedin.com/in/gareth-fultz | garethfultz.com | github.com/Clicky02

EDUCATION

University of Cincinnati

Graduating: May 2025

Bachelor of Science – Computer Science

GPA: 4.0

- Simultaneously Pursuing a Master of Engineering in Computer Science (*Graduating: May 2025*)
- Primary Coursework: Data Structures, Algorithms, Intelligent Systems, Cloud Computing, Distributed Systems, Operating Systems, AI Principles, Parallel Computing, Computer Networks, Database Design and Development

SKILLS

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

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, now utilized in multiple commercial applications.
- Created a library of tools to facilitate 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.
- Diagnosed and fixed issues in a large open-source library using debugging tools.

PROJECTS

Portfolio Website

June 2023 - July 2023

- Used React and Material UI to create a website for showcasing technical skills and experience.

VR Game Development

July 2021 – August 2022

- Utilized Unreal Engine and C++ programming to design and create a Virtual Reality game for Oculus headsets.

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.

ACTIVITIES

- IEEE Member (*August 2021 – Present*), ACM Member (*August 2022 – Present*), Bearcat Coders Volunteer (*August 2022 – Present*), Cross-country Captain (*July 2019 – December 2019*), National Honor Society Member (*January 2018 – May 2020*), Spanish Honor Society Member (*January 2018 – May 2020*)

AWARDS & HONORS

- CS Student of the Year Nominee (*May 2023*), Mantei/Mae Award (*April 2022 & April 2023*), Cincinnati Scholarship (*August 2021 – Present*), High School Valedictorian (*May 2020*), National Merit Scholarship Finalist/Recipient (*May 2020*), Middletown Community Foundation Scholarship Recipient (*August 2020*)

Seeking a Spring 2024 and Summer 2024 Co-op Position