

Gareth Fultz

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EDUCATION

University of Cincinnati

Graduating: May 2025

Bachelor of Science – Computer Science

GPA: 4.0

- Primary Coursework: Data Structures, Intelligent Systems, Cloud Computing, Operating Systems, AI Principles, Parallel Computing, Computer Networks, Advanced Software Engineering, Database Design and Development

University of Cincinnati

Graduating: May 2025

Master of Engineering – Computer Science

GPA: 4.0

- Primary Coursework: Advanced Algorithms, Software QA, Distributed Systems, Database Theory, Requirements Engineering, Project Management & Leadership

SKILLS

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

WORK EXPERIENCE

SRC | Software-Engineer Co-op

January 2024 – August 2024

- Developed a demo and debugging tool for arbitrary algorithms and algorithm chains, utilizing React and Quart (a Flask-like webserver library for Python).
- Designed and built a Rust library for reading and writing a niche file type, supporting multiple data sizes and formats.
- Presented project outcomes and technical solutions to various diverse groups..

Kinetic Vision | Software-Engineer Co-op

August 2021 – December 2023

- 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.

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

- Collaborated to create a python program to analyze multiple companies' logos using computer vision libraries.

ACTIVITIES

Bearcat Coders | Volunteer

August 2022 – Present

ACM | Member

August 2022 – Present

IEEE | Member

November 2020 – Present

AWARDS & HONORS

Cincinnatus Scholarship

August 2021 – Present

Mante/Mae Award

April 2022, 2023, & 2024

High School Valedictorian

May 2020

National Merit Scholarship Finalist/Recipient

May 2020

Seeking a Full-Time Position starting in Summer 2025