Gareth Fultz

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EDUCATION

University of Cincinnati *Graduating: May 2025*
Bachelor of Science - Computer Science *GPA: 4.0*

- Primary Coursework: Cloud Computing, Operating Systems, Security Vulnerability Assessment, 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: Deep Learning, Advanced Algorithms, Software QA, Distributed Systems, Database Theory, Intelligent Data Analysis, Requirements Engineering, Project Management & Leadership

SKILLS

- Programming Languages: Java, Rust, C#, Python, TypeScript, JavaScript, C++
- Programming Skills: Virtual Server Management, XR/3D Programming, Web Development, React, Vue.js, Git, Docker, Postgres, MySQL, AWS, Machine Learning, PyTorch

WORK EXPERIENCE

SRC | Software-Engineer Co-op *January 2024 - August 2024*

- Developed an application for visualizing and debugging arbitrary algorithm chains, utilizing React and Flask.
- Designed and developed a Rust library for reading and writing a file type which supports multiple data sizes and formats.
- Delivered the technical solution to various operational groups for production use.

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.
- 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

Masters Capstone Project *January 2025 - April 2025*

- Designed a custom programming language and compiler in Rust, targeting LLVM for multi-platform support.

Senior Design Project *August 2024 - April 2025*

- Developed an application for creating and training PyTorch neural networks with a node-based interface.

Portfolio Website *June 2023 - July 2023*

- Created a website using React and Material UI 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.

ACTIVITIES

ACM | Member *August 2022 - Present*
Bearcat Coders | Volunteer *August 2022 - December 2024*
IEEE | Member *November 2020 - Present*

AWARDS & HONORS

Tau Beta Pi Member | Engineering Honor Society *November 2024 - Present*
Cincinnatus Scholarship | For Academic Excellence *August 2021 - Present*
Mantei/Mae Award | For Academic Excellence *April 2022, April 2023, & April 2024*
High School Valedictorian *May 2020*
National Merit Scholarship Finalist/Recipient *May 2020*