Zeke Baker

Background

Dartmouth College

-Hanover, NH -Grad: June '20 -GPA: 3.86/4.0 -Bachelor of Arts

LMajor in Comp. Sci. & Engineering

Relevant Coursework

-AR & VR Development

Object-Oriented Programming

Software Design & Implementation

-Algorithms

-Artificial Intelligence

-Android Programming

Discrete Math in Comp. Sci.

Computer Architecture

Microprocessors in Applied Systems

LDigital Electronics

Languages

-c

-C#

-C++

Python

Java

-Markdown

XML

HTML

LSpanish (fluent)

Tools

-Unity

-Unreal

-Android Studio

-Bash

 $^{f L}$ MATLAB

www.ZekeBaker.dev
Zeke.Baker@outlook.com | (262) 901-5126
github.com/ClydeHobart | linkedin.com/in/ZekeBaker

Work Experience

Dartmouth Applied Learning and Innovation Lab

Software Developer, Jan '18 – Feb '19
Worked on software projects (websites, apps, games)
contracted by entrepreneurs. Projects were team-led and
followed a week-long sprint system to reach an MVP in
10 weeks.

Project Experience

-VR Chess (Nov '19)

^LWith a team, developed a <u>VR chess game</u> with basic AI and multiplayer capabilities. Made in Unity for the Oculus Quest.

VR Starcatcher (Nov '19)

With a team, developed a <u>VR experience</u> to help identify the 12 Zodiac constellations. Made in Unity for the Oculus Quest.

Octopus Experiments (Aug '18)

Lapplication that animates a crab depending on varied user input for research on octopuses' psychology. Self-taught basic Unity to improve scale and quality of pre-existing application.

Rubik's Solver (Aug '17)

Legif-constructed Android app that generates list of moves to solve a Rubik's cube of any order from 2x2x2 to 20x20x20 based on user-entered 2D net. Implemented JXL Library to save and load solved cubes in an .xls file.

<u>Citations of Academic Excellence</u>

From Prof. Sean Smith, Mar '20

From Prof. James Mahoney, Nov '19

From Prof. Raúl Bueno, May '19

From Prof. Gevorg Grigoryan, Mar '18

From Prof. Amro M. Farid, Nov '17

From Sr. Lecturer Karolina Kawiaka, Nov '16

Fun Facts

Is an unabashed gamer, with Minecraft, Red Dead Redemption 2, Halo: Reach, and Call of Duty: Black Ops II as a few favorites.

Studied abroad in South America for 5 months collectively junior year of college.

Loves to sing—contemporary, classical, show tunes—and was music director of his college a cappella group.

LIS a huge fan of twisty puzzles (the family of puzzles to which the Rubik's Cube belongs).