

Drew Lenz

Contact Info Removed

EDUCATION

University of Cincinnati College of Engineering, Cincinnati, OH Expected Class of 2019
Major: Computer Engineering, BS anticipated, Minor in Computer Science anticipated GPA 3.559/4.0
Dean's List Fall 2014, Spring 2015, Spring 2017, Fall 2017, Fall 2018, University Honors Program (2014 – 2016)
Cincinnatus Scholarship, Demakes Legacy Scholarship, Maurice & Sara Lyons Endowment Fund

EXPERIENCE

VR/AR Software Developer (Co-Op), Siemens Product Lifecycle Management (PLM), Milford OH Jan 2018 – Aug 2018

- Independently designed & developed a control scheme for Manus VR glove controllers in a VR application
- Converted a SteamVR Unity application to run on Varjo VR headset
- Developed a two-handed manipulation control mode for a Microsoft HoloLens AR application
- Developed bug fixes, new features & UX improvements for SteamVR & Microsoft HoloLens AR applications
- Tested various virtual reality & augmented reality headsets & controllers to help companies improve their products

Software Developer (Co-Op), Siemens PLM, Milford, OH May 2017 – Aug 2017

- Independently developed proof of concept & customer scalable prototypes for a new software feature
- Researched & documented a software development tool for future reference by team members
- Developed autotests to detect regressions in future versions of an application

Software Developer (Co-Op), Kinetic Vision, Cincinnati, OH Aug 2016 – Dec 2016

- Created client requested user controls & functionality for a proprietary image analysis feature
- Refactored a 3D separation algorithm using polymorphism to support separation of multiple 3D body layouts
- Redesigned a GUI by creating & implementing custom PyQt widgets to simplify work for future developers

Software Developer (Co-Op), Kinetic Vision, Cincinnati, OH Jan 2016 – Apr 2016

- Designed a graphical user interface for an application using PyQt4 & Python
- Provided support for applications by investigating & fixing bugs

Engineering Intern, Engineering Consultants Group, Inc., Fairlawn, OH May 2015 – Aug 2015

- Created & documented functional testing procedures for applications in development
- Participated in planning meetings & developed practicality improvements for an application

SKILLS

<i>Programming Languages:</i>	C#	Java	Python	C++	VB.net	Matlab
<i>VR/AR Skills:</i>	Unity Engine	SteamVR	HoloLens	Unreal Engine	Manus VR	Varjo
<i>Computer Skills:</i>	Source Control	Visual Studio	Microsoft Office	Arduino	PyQt4	JIRA

PROJECTS

Arduino Frogger, Embedded Systems Design Final Project, University of Cincinnati Nov 2017 – Dec 2017

- Designed hardware circuit with partner for an embedded system to play the arcade game *Frogger* on Arduino board
- Developed graphics, controls, obstacle animation, collision detection & scoring system for *Frogger* gameplay
- Worked with partner to develop save functionality to score player's initials & high score in Arduino board memory

ACTIVITIES

Teaching Assistant, Engineering Design Thinking Class, University of Cincinnati Aug 2018 – May 2019

- Assisted in first-year engineering class covering various engineering design topics and programming languages

Radio Show Host / DJ, Bearcast Media, University of Cincinnati Mar 2015 – Dec 2015

AVAILABLE UPON GRADUATION MAY 2019