KRISTIAN ZADLO

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EDUCATION

M.S. in Integrated Design and Media
New York University, NY
Cumulative GPA: *4.0/4.0*
AUG 2020 - MAY 2022 (EXPECTED)

B.S. in Computer Engineering
Rose-Hulman Inst. of Technology, IN
Cumulative GPA: *3.9/4.0*
AUG 2017 - MAY 2020 (3 YEARS)

Augmented Reality | Programming | Machine Learning | Virtual Staging | Rapid Prototyping | Fluent in English and Polish

RELEVANT COURSEWORK

Master's Thesis & Mobile Augmented Reality
- Authored 2 Snapchat augmented reality filters that earned over 60,000 views in 10 days
- Conceptualized, designed, and prototyped 14 experiences with voice, gesture, and facial expression recognition
- Identified trends in communicating emotions through digital mediums from primary and secondary research
- Compiled 2D and 3D assets in Maya, Photoshop, and Unreal Engine and created filters in LensStudio using Javascript

Mixed Reality Filmmaking & Virtual Production & Motion Capture
- Constructed virtual film sets with scenography and directory affordances by collaborating with 15 students remotely
- Filmed virtual shorts using 3D assets in Unreal Engine and Maya while compositing in Premiere Pro and After Effects
- Performed and cleaned 26 motion captures using Motive OptiTrack, RADiCAL, Maya, and MotionBuilder

Ideation and Prototyping & Wearables & Theories of Design, Media, and Technology
- Conceptualized, designed, and rapidly constructed 13 creative and minimal physical and digital prototypes
- Identified biking and communication habits for wearables and social media from primary and secondary research
- Explored user experience designs according to the affordances of mediums such as fashion and social media

EXPERIENCE

AI Engineering Intern / *Indiana Microelectronics, LLC, West Lafayette* / JUNE - DEC 2020
- Engineered calibration software that improved the process from 480 man hours to 7 minutes
- Entrusted with conducting 5 client presentations, 30 minutes each, on AI calibration
- Analyzed 6 datasets of up to 10,000 samples to design Neural Network and General Adversarial Network algorithms
- Enhanced engineer productivity by creating 2 Python libraries for equipment interaction and machine learning tasks
- Simplified company workflow by creating 2 database programs with GUIs for managing measurements and inventory

Software Engineering Intern / *Relativity, Chicago* / MAY - AUG 2019
- Optimized 100 C# functional, integration, and unit tests to run 40 min faster across a multi-thousand file codebase
- Automated test code improvements and daily workflow for 16 people through 4 Powershell scripts
- Reduced test initialization time by 25% by connecting a Jenkins pipeline to Azure using Groovy and Powershell

Lead Developer / *Vertabiz, LLC (Startup)* / MAY - DEC 2018
- Facilitated software development by leading 3 software engineering interns and collaborating with 4 UX researchers
- Designed and implemented a Java RESTful service backend that connected to Firebase database
- Implemented a REACT Native application frontend that connected to RESTful services

Volunteer Troop Leader and Chaperone / *Polish Scouting Organization* / AUG 2014 - May 2021
- Organized and led 13 trips, up to 14 days in length, with $4,000 budgets for up to 40 people
- Enabled weekly leadership activities by collaborating with 6-person patrols and managing $10,000 across 3 years
- Mentored groups of up to 25 inner-city teens to become young leaders

TRACK AND FIELD

Ranked 7th in Heptathlon (2020, D3 Great Lakes Region)
Ranked 13th in Pole Vault (2020, D3 Great Lakes Region)
3x All-Conference Individual Champion (2018-2020)
12x Conference Scorer (2018-2020)

HONORS AND ACTIVITIES

Eta Kappa Nu and *Tau Beta Pi* Honor Societies
Chicago Startup Weekend (3rd Place)
Terre Haute Startup Weekend (3rd Place)
Studied abroad in Rome, Italy