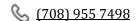
Kristian Zadlo

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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

Mobile Augmented Reality

- Authored 2 Snapchat augmented reality filters that earned over 60,000 views in 10 days
- Created 6 augmented reality experiences by compiling 2D and 3D assets in Maya, Unreal Engine, and LensStudio
- Designed and programmed 2 virtual filters in LensStudio that used voice, gesture, and facial expression recognition
- Considered purposeful virtual enhancements to storytelling, print media, physical locations, and user experience

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 meaningful features for wearables and social media from stakeholder interviews 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 through 4 Powershell scripts
- Reduced test initialization time 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

Honors and Activities

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)

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