KRISTIAN ZADLO

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EDUCATION

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

B.S. in Computer Engineering (3.9/4.0)
Rose-Hulman Inst. of Technology, IN
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 9 Snapchat augmented reality filters of which 5 earned a combined 750,000 interactions in 10 days
- Conceptualized, designed, and prototyped 14 experiences with voice, gesture, and facial expression recognition
- 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

EXPERIENCE

Freelance WebXR Developer / *Aircards* / JAN 2022 - PRESENT

- Devised a hand tracking framework in Javascript for web-based mixed reality using MediaPipe, ThreeJs, and 8th Wall
- Realized recognition for 8 gestures and considered scalability by including 4 functions for mapping custom gestures
- Navigated domain challenges such as device framerate, varying hand orientations, and Cartesian vs Euler coordinates

Freelance Snapchat AR Integrator / *inCitu* / MAR 2022 - PRESENT

- Delivered 2 Snapchat augmented reality filters with world-scale buildings and consulted on Snapchat filter creation
- Developed a Javascript script that tracks the visibility of virtual elements to the user and adjusts shader properties
- Translated settings of 6 materials from Blender to LensStudio and programmed a user-controlled occlusion material

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 productivity by creating 2 machine learning libraries and 2 database programs using Python and PyQT

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, while budgeting $4,000 for up to 40 people
- Spearheaded weekly leadership activities by collaborating with 6-person teams and managing $10,000 across 3 years
- Mentored groups of up to 25 inner-city teens to become young, successful 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)
13x Conference Scorer (2018-2020, 2022)

HONORS AND ACTIVITIES

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