

CONTACT
INFORMATION

Santa Cruz, CA, 95060

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EDUCATION

Univeristy of California Santa Cruz, Santa Cruz, CA. United States

2015 – present

Computer Science - Bachelors of Science

(GPA 3.92)

UCSC Deans List

Fall 2015 - Spring 2018

TECHNICAL SKILLS

Programming and Scripting Languages: Python, Java, C, C++, Matlab, Android Java, Android XML, Bash

Tools: Git, OpenCV, LaTeX, SQLite, Keras, Cmake, Android Studio

Relevant Coursework: Computer Vision, Advanced Programming, Web Development, Algorithm Analysis, Data Structures, Comparative Programming Languages, Computer Systems & Assembly Language, Abstract Data Types, Discrete Math, Linear Algebra, Multivariable Calculus, Probability and Statistics, Technical Writing

PROFESSIONAL
EXPERIENCE

Aquifi Inc., Palo Alto, CA.

Summer 2018

Software Architecture Intern

- Responsible for developing an Android application that allows users to quickly offload data from Aquifi devices to different servers for quality assurance, regression testing, training, etc...
- Wrote, tested, and modified system level code that ended up in production.

UC Santa Cruz Computer Vision Lab, Santa Cruz, CA.

December 2016 – Present

Software Research Assistant

- Responsible for the development of an Android application to be used by the visually impaired to identify text in their surroundings
- Application streams image data from the phone's camera to a Linux server which returns the location and characters of text found in the Android camera's capture range

Jet Propulsion Laboratory, Pasadena, CA.

Summer 2014 – Summer 2017

Software and Hardware Testbed Development Intern

Summer 2017

- Designed and built a camera characterization system for EMCCD camera evaluation using an Android phone to emulate a star.
- The camera characterization system is under review to become a permanent replacement for the current, slower system

Computer Vision Intern

Summer 2016

- Wrote code that implemented OpenCVs tracking methods in order to determine cloud heights from MISR (Multi-angle Imaging SpectroRadiometer) satellite images
- Researched different forms of feature detection and optical flow in order to solve a stereo problem apparent in MISRs images

Software and Hardware Telescope Laboratory Intern

Summer 2015

- Developed code that reduced the execution time of the Wide-Field Infrared Survey Telescope (WFIRST) coronagraph testbed by a factor of 14
- Wrote an algorithm for detecting cosmic radiation in images from Electron Multiplying Charge Coupled Device (EMCCD) cameras

Software Intern

Summer 2014

- Wrote a Graphical User Interface which was utilized by JPL scientists for data manipulation and visualization of images
- Developed master class for multi-core processing system for use in JPL computer lab

PUBLICATIONS	<p>Michael Bottom, Leo S. Neat, Leon K. Harding, Patrick Morrissey, Seth R. Meeker, Richard T. Demers "Smartphone scene generator for efficient characterization of visible imaging detectors", Proc. SPIE 10709, High Energy, Optical, and Infrared Detectors for Astronomy VIII, 107092R (6 July 2018); doi: 10.1117/12.2312335; https://doi.org/10.1117/12.2312335</p> <p>Harding, et al. "Technology Advancement of the CCD201-20 EMCCD for the WFIRST-AFTA Coronagraph Instrument: sensor characterization and radiation damage." Journal of Astronomical Telescopes, Instruments, and Systems 2.1 (2016): 011007-011007.</p>
PROJECTS	<p>UCSC Hackathon Winter 2016</p> <ul style="list-style-type: none"> • Wrote a Monte Carlo simulation to help predict the demand for each of the Computer Science Classes offered at UCSC • The program was created to help reduce the number of people unable to get into Computer Science classes
GITHUB	http://github.com/Leo-Neat
REFERENCES	Available upon request.