Christopher Desmond

Software Engineer

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Motivated developer with experience working on complex systems. The bulk of my work has been done with **C#** and **Python**. I also have experience working on **front-end web** environments and **C++** legacy code.
My work at RVT was heavily focused on improving **UX** and developed my skills in **UI** and **Systems Design**.

Experience

UI/UX Development	C#	HTML/CSS
Legacy Code	Python	Javascript
Image Processing	C++	SQL
Computer Vision	Go	

Employment

Application Engineer

Robotic Vision Tech   November 2017 – Present

Designed a lite version of our vision software for smaller clients.
Built a modern UI with WPF in C# and XAML.
Improved UX for ease of use over standard software offering.
Helped decouple our core CPP through a .Net interop layer.

Designed a data analytics web app for vision software.
Built the web interface using Dash in Python.
Constructed a REST API with Flask for data input.
Contributed to database implementation in SQL.

Summer Research Assistant

Video and Image Analysis Lab,   May 2016 – August 2016
UNCC

Researched and built a Particle Filter in C++ for object tracking.
Accelerated tracking on GPU using the ArrayFire library.
Worked in the Video and Image Analysis Lab under Dr. Min Shin.
Presented my work at a research symposium at the end of the period.

Education

UNC Charlotte

BS, Computer Science

Focus of Intelligent Systems
Minor in Business
Cum Laude