

SKILLS

Languages

C++ C#
Python Java
Kotlin Matlab
Go

Experience

Image Processing
Computer Vision
Machine Learning
Game Development

Environments

Unity
Unreal Engine
Android Studio
Windows and Unix-like

EDUCATION

Bachelor of Science in Computer Science
UNC Charlotte

Concentration in Intelligent Systems
Minor in Business
3.5 GPA

RELEVANT EMPLOYMENT

Research Assistant
College of Computing, UNCC

Charlotte, NC
May 2016 – August 2016

I developed a GPU-accelerated Particle Filter for use in tracking moving objects in video. This work was done as part of a project to create a fast and dynamic object tracking system. Parallelizing for GPU significantly accelerated the task over conventional serial methods. Prototyping of the initial Particle Filter was done in Matlab. The final version was built in C++ using the ArrayFire library.

OTHER EMPLOYMENT

E-3, Fireman, Electrician's Mate
United States Navy

Chicago, IL
Jan 2014 – Mar 2014

Electrician's Mate in the Nuclear Field
Left with a Medical Separation

Manager
Pizza Hut

Winston-Salem, NC
Jan 2013 – Dec 2014

I managed the team members during my shift, handled opening and closing operations for the store, and dealt with customers directly to resolve any quality or service issues they might have encountered. I filled every role in the store when needed. I also handled transactions and cash deposits.

AWARDS AND RECOGNITION

Second Place in Research Showcase — College of Computing, UNCC

Chancellor's List and Dean's List — College of Computing, UNCC

Eagle Scout — Boy Scouts of America