

SKILLS

Languages		Experience	Environments
C++	C#	Image Processing	Unity
Python	Java	Computer Vision	Unreal Engine
Go	Matlab	Tools Development	Android Studio
HTML/CSS	Javascript	Game Development	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

Developed a GPU-accelerated Particle Filter for use in tracking moving objects in video.
Worked in the Video and Image Analysis Lab under Dr. Min Shin.
The team contributed to separate pieces of a larger object tracking research project.
Participated in weekly progress and review presentations with the entire team.
Presented my work at a research symposium at the end of the period.
Prototyping was done in Matlab and 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