Robert Eads

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EXPERIENCE

76th Software Engineering Group   **Oklahoma City, Oklahoma**
Computer Scientist   *July 2024 – Present*

- Collaborated on 3 member team for 4 months to take integral tools though stages of the Software Development Life Cycle
- Engaged with 12+ person team at client site to develop flexible and sustainable C++ frameworks for future development
- Produced detailed documentation for vender use in shortening development lead time and lightening integration workload
- Harnessed the GoogleTest Framework to create unit tests for more than 18 different C++ classes ensuring maintainability

Texas A&M University   **College Station, Texas**
Undergraduate Research Scholar, Department of Computer Science & Engineering   *August 2023 – May 2024*

- Conducted comprehensive literature reviews to identify resources related to communities' inaction on climate change
- Implemented a program using Unreal Engine 5 in mixed reality to localize typical hazards of rising sea levels
- Established objectives surrounding future use of the program to combat psychological distancing's effect on users

Cvent   **Dallas, Texas**
Software Engineering Intern   *June 2023 – August 2023*

- Expanded code coverage of React JS-based web application with Unreal Engine 5 backend using Jest methodologies
- Executed automated scripts to ensure seamless data migration between modeler and developer AWS servers
- Visualized metrics in over a dozen graphs using Datadog to increase observability and focus on boosting performance

General Motors   **Remote**
Software Developer Intern - Virtual Reality   *June 2022 – August 2022*

- Integrated newly created features, using Unreal Engine 4, into existing code base of over 14,000 files
- Collaborated on a team of more than 18 members to design, update, and debug code-base components
- Refactored vital sections of single-player code base to enable development and implementation of multiplayer features

Morphi Blockchain Consulting   **Remote**
Lead Web Developer/Python Bot Developer   *February 2022 – June 2022*

- Corresponded with clients directly to ensure product quality and meet constantly changing needs in a creative way
- Spearheaded creation of client websites using React JS to meet customer requirements on a project-by-project basis

EDUCATION

Texas A&M University   **College Station, Texas**
Bachelor of Science in Computer Science, Minor in Business - GPA: 3.91   *May 2024*

PERSONAL PROJECTS

Stutter Speak VR   **Dallas, Texas**
Lead Developer/Designer   *May 2021 – August 2021*

- Brainstormed program concept focused on assisting those who stutter in improving their public speaking
- Collaborated with medical professional and licensed, certified speech-language pathologist, Tricia Krauss-Lehrman
- Developed application using Unreal Engine 4 with C++ & Blueprint
- Created systems to track, record, save, and display user data, provide feedback, and handle physics interactions
- Published application, Stutter Speak, on Oculus App Lab Platform for use with Oculus Quest/Quest 2 in August 2021

LEADERSHIP & ACTIVITIES

National Stuttering Association
Chapter Co-Leader - Oklahoma City   *July 2024 – Present*
Chapter Co-Leader - College Station   *June 2023 – June 2024*
Panelist for Speech Pathology Classes   *October 2021 - Present*

SKILLS & INTERESTS

Skills: C++, Python, Git, ClangFormat, React JS, PowerShell 5.1, Linux Systems

Interests: Mixed Reality Video Games, Country Western Dancing, DIY Computer & Server Building, Long Distance Running, Snowboarding