Robert Eads

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EDUCATION

Texas A&M University   **College Station, Texas**
Bachelor of Science in Computer Science, Minor in Business   *May 2024*
College of Engineering   *Cumulative GPA: 3.91/4.00*

Honors: College of Engineering, Computer Science, Dean's Honor Roll
Relevant Courses: Data Structures and Algorithms, Computer Graphics, Analysis of Algorithms, Discrete Structures for Computing, Computer & Network Security, Computer Systems

EXPERIENCE

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
- Contributed to knowledge management by ensuring centralized and up-to-date wiki resources for the entire team
- Mobilized team skill-sharing initiative to increase comfort with various software used in local development

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
- Advised team members on best coding practices and algorithm design for Python bot functionality

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 & INVOLVEMENT

National Stuttering Association – College Station Chapter   **College Station, Texas**
Chapter Co-Leader   *June 2023 – Present*
Member   *August 2021 – Present*

Aggie Web Developers   **College Station, Texas**
Core Member   *August 2021 – May 2023*

SKILLS, ACTIVITIES, & INTERESTS

Skills: C++, Python, Git, Unreal Engine 4, React JS, HTML/CSS, Linux Systems, Proxmox VE, TrueNAS

Activities: North Texas Food Bank Volunteer, Panelist for Speech Pathology Classes

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