

# JESSE PATERSON

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## EDUCATION

### University of California, Berkeley

Computer Science (2018)

*Relevant courses include Data Structures, Computer Architecture, Graphics, Databases, Ruby on Rails and 3D Modeling*

## EXPERIENCE

### Web Developer - College of Natural Resources

Berkeley, California | September 2014 – May 2017

- Worked with the Web Manager to build and redesign sites to fit department needs, creating new structures of modular design.
- Operated website databases for the department using Drupal CMS
- Handled user requests and department CMS training

### Researcher - Center for Augmented Cognition

Berkeley, California | February 2016 – May 2017

- Conducted User Research and designed an Augmented Reality user interface for controlling drones through the Hololens.
- Worked on drone computer vision implementation

## SELECTED PROJECTS

### Adawarp, February 2015

- Virtual Reality telepresence robot controlled remotely through a Node.js server
- Uses a Raspberry Pi and Arduino on board to remotely link the user's Oculus to the robot's camera through a Node server.
- Started at TreeHacks (as WALL-E), the project was later funded by Rothenburg Ventures (adawarp.com)

### ISAACS Research Project, September 2015 - Present

- Immersive Semi-Autonomous Aerial Command System (isaacs.io)
- Developed an Augmented Reality interface to create drone flight paths using the Microsoft Hololens. (Based on User Research collected from the UAV enthusiasts)
- Worked with SLAM algorithms to implement drone side computer vision, to be coordinate matched with the Hololens mesh maps.

## EXTRACURRICULAR ACTIVITIES

### Virtual Reality @ Berkeley - Events Manager (2016-2017)

Handled logistics and all web/print based design for Berkeley's first VR Convention: the Virtual Experience Convention (vxpc.io)

### Hackers @ Berkeley Design Team (2015)

### IEEE Officer, TechOps (2016)

## FRONT-END

HTML, CSS,  
Javascript,  
React.js

## BACK-END

Node.js, SQL, Drupal,  
Ruby on Rails

## LANGUAGES

Python, Java, C, C#,  
C++

## SOFTWARE

Unity, Photoshop,  
Illustrator, Android  
Studio, Sketch, Maya,  
AutoCAD, Solidworks

## INTERESTS

User Interfaces  
Augmented &  
Virtual Reality  
Data Analysis &  
Visualization  
Computer Vision

*References available upon request*