jessepaterson.com
github.com/j-paterson

JESSE PATERSON

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EDUCATION

B.A., Cognitive Science — **UC Berkeley** — **Spring 2018**

- Minor in Electrical Engineering & Computer Science. GPA: 3.0.
- Selected Undergraduate Coursework: Database Systems, Computer Graphics, Efficient Algorithms and Intractable Problems, Ruby on Rails, 3D Modeling, Comp. Architecture, Linear Algebra, Designing Information Devices and Systems, Discrete Math and Probability, Social Psychology.

EMPLOYMENT

UX Research Intern, Center for Augmented Cognition — **Spring 2016 – Present**

- Led a team under Dr. Allen Yang to develop AR and VR drone interfaces (Immersive Semi-Autonomous Command System) for the Microsoft HoloLens and Oculus Rift.
- Implemented visualization of occupancy grid and virtual reality interactions through Unity.
- Planned and executed an HCI study on UAV enthusiasts.
- Redesigned interface for improved usability, reducing task time by 30%.
- Established data streaming between Unity and Motion Capture System with virtually no latency using ROS.

Web Developer, UC Berkeley — **Fall 2015 – Summer 2017**

- Built and redesigned multiple departmental sites for the College of Natural Resources.
- Evaluated department needs and built custom solutions for content compilations and web applications.
- Expedited user requests and wrote tutorials for faculty content management training.

LEADERSHIP

Internal Vice President, Virtual Reality @ Berkeley — **May 2017 – Present**

- Solicited and coordinated presentations by leaders in industry and research.
- Coordinated the 2017 *Virtual Experience Convention*, managing all teams, sponsorships, speakers and details.

Events Manager, Virtual Reality @ Berkeley — **Fall 2016 – May 2017**

- Ran more than 20 events showcasing club projects to thousands of individuals from across the state.
- Oversaw logistics and all web and print design for the 2016 *Virtual Experience Convention*, Berkeley's first AR/VR Convention, attracting over 300 attendants (vxpc.io).

SKILLS AND EXPERIENCE

Projects

- **Point Cloud to Mesh Converter** (2017). Implemented a modified Poisson Reconstruction Algorithm to obtain optimal mesh quality.
- **Adawarp** (2015). Constructed a Virtual Reality telepresence robot controlled remotely through a Node.js server. Presented at Maker Faire 2016.
- **Sixt33n** (2016) Built a voice controlled car from scratch, including circuit board and software using Principal Component Analysis to detect and categorize voice commands with 80% accuracy.

Languages and Technologies

- C++, Python, C, Java, JavaScript, SQL, HTML, CSS
- React.js, Ruby on Rails, Node.js, Drupal
- Unity, Maya, IntelliJ, Visual Studio, Photoshop, Adobe Illustrator, Sketch, Solidworks, AutoCAD
- French (Fluent), Spanish (intermediate)

Awards

- **Final Stage, Intro to Entrepreneurship** (Fall 2015). Created an 'Augmented Reality Hub' business proposal that was identified as one of the top three proposals by a panel of industry judges.