

Shawn Prather

Computer Science Student at Colorado School of Mines focused on advancing technology through Artificial Intelligence and Robotics

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Experience

Code Ninjas, Arvada, CO — Coding Instructor

December 2019 - Present

- Setup and help maintain computer hardware and software to allow students to succeed
- Created and now manage Linux based game servers to help provide additional streams of revenue for the company
- Grade and debug students' code
- Explain key coding concepts and logic to a wide range of students with varying skill levels
- Coordinate with managers and other teachers to develop lesson plans to enrich students learning

Projects

Object Detection Neural Network (Current)

Developing a neural network using PyTorch and CUDA to from scratch identify objects, with plans to integrate multiple photo inputs for estimating distance. Ultimately, this will hopefully enable a drone with the capability to perform avoidance and pathfinding tasks

Portfolio Website

Website made with React, Tailwind CSS, and Three.js to showcase current and future projects

IoT Alarm Clock

IoT based alarm clock that uses a custom designed PCB, Electronics, and Housing with a ESP8266 to connect to WiFi and host a webserver for control of alarms, music, and settings

Accessible Climbing Holds

Developed rock climbing holds designed for individuals with visual impairments, with assistive lighting for directional guidance and vibration feedback to indicate incorrect climbing routes then presented the project and got feedback from affected individuals

Game Jams

Contributed to several game jams, collaborating with teams and solo to successfully release multiple games

Interests

Game Development, Learning Japanese, Video Editing, 3D Modeling

Skills

Programming Languages

C++, JavaScript, Python, C#, HTML, CSS, Blueprint, JSX, Bash/Shell Scripting

Libraries & Frameworks

PyTorch, Libcurl, React, Tailwind, Three.js, JSON, SPIFFS

Tools & Platforms

Altium PCB, Linux, Arduino, Esp8266, Blender, Git, GitHub, Unity, Unreal Engine, LaTeX, SolidWorks, Premiere Pro, Photoshop, Illustrator, 3D printing

Communication

Public Speaking, Entrepreneur, Conversational Japanese

Education

School of Mines Computer Science – Robotics and Intelligent Systems, Golden, CO

2024 – Present (Expected Graduation in May 2026)

GPA Pending

Red Rocks CC Associates of Engineering, Lakewood, CO

GPA - 3.95 (2023 – 2024)

Warren Tech Game Development Program, Lakewood, CO

2021–2022

Trained in a collaborative student environment creating multiple games primarily in Unreal Engine and Unity