

# Travis Dean

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## SUMMARY

Many years of independent programming expertise, alongside traditional classroom education in a variety of programming languages (preferred: C# and Python. Experience: C/C++/Java). Experience with multiple job types related to computer science and information technology. Passion for virtual reality (VR) and its potential to change our daily lives; seeking opportunities related to VR development.

My website ([www.travisdean.me](http://www.travisdean.me)) has a sampling of projects, with downloads and a link to my Github account.

## RESEARCH EXPERIENCE

- **Perception Lab Research Assistant (Fall 2013 – Present):** Applied extensive knowledge of VR hardware and software systems to further Prof. Proffitt's lab work in studying perception.
  - Integrated technology like the Oculus Rift head mounted display, Intersense motion capture system, and other devices (game controllers, sensor arrays for tracking) to create immersive VR experiences.
  - Networking and collaborating with others to further existing technological capabilities, e.g. an ongoing project to design and 3D-print a motion-capture add-on to the Oculus headset, a more long term investigation into adding eye tracking capabilities with another student.
- **Cryptography Lab Research Assistant (Summer 2013):** Collaborated with David Evan's group in cryptography at the University of Virginia.
  - Learned mathematical and cryptographic techniques to implement Garbled Circuits under an ongoing PhD student's mentorship.
- **High School Science Project 2010-2011:** Independent science project exploring algorithm optimizations.
  - Implemented various changes to the general Genetic Algorithm approach for solving the Traveling Salesman Problem.

## WORK EXPERIENCE

- **Computer technician (2011 – Present):** Acquired clients through networking and advertising. Solved various problems, from simple software configurations to full system construction.
- **Information Technology Intern (Summers of 2011, 2012):** Interned at Amherst County High School's Information Technology Department.
  - **2012:** Developed websites using PHP and SQL to design pages for database interaction. Worked with network and server management, collaborating with full-time programmers.
  - **2011:** Provided general computer technical support, including computer assembly and repair, systems integration, virus removal, and user support.

## EDUCATION AND AWARDS

### University of Virginia

Undergraduate — 2012-2016

B.A. in Computer Science and Psychology, declared

GPA: 3.4

### Relevant Coursework

#### Computer Science:

CS 4710 - Artificial Intelligence

CS 4993 - Independent Study (Machine Learning and Related Disciplines)

CS 3102 - Theory of Computation

CS 2330 - Digital Logic Design

CS 2150 - Program and Data Representation

CS 2110 - Software Development Methods

CS 1501 - Graphics and Data Visualization

#### Psychology:

PSYC 3590 - Research in Psychology with Proffitt and Weser (Fall 2013, Spring 2014)

PSYC 2600 - Intro to Social Psychology and Discussion

PSYC 2300 - Intro to Perception and Lab

PSYC 2150 - Intro to Cognition

PSYC 1010 - Intro to Psychology

#### Other:

HSCI 1010/1011 - Science Scholars Seminar Series

STAT 2120 - Intro to Statistical Analysis (AP Transfer)

CS 1110 - Intro to Programming (AP Transfer)

## Awards

College Science Scholar

Echols Scholar

Intel Award for Excellence in Computer Science (2011)