Invisible Input Team Inventory

A New Input Modality

JANUARY 18, 2023

PREPARED FOR
Jon Campbell
Cephable

PREPARED BY
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Aidan Gaetano
Yuuki Matsunari

MENTORED BY
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Dear Jon Campbell,

We are excited to meet with you and discuss the details regarding the project of a new eye tracking input at Cephable. This document will give a brief introduction of each of our team members which outlines our skills, experience and interests. Thank you for this opportunity.

Yours Truly,

Invisible Input Team

Aidan Gaetano

Major: Computer Science
Hometown: Spokane, WA

Education
Washington State University
- Linear Algebra
- Calculus I,II,III
- Data Structures
- Computer Architecture
- Software Engineering
- Automata
- Design and Analysis Algorithms
- Intro to Data Mining
- Systems Programming

Skills
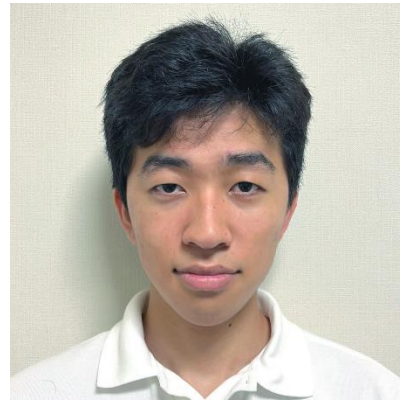- C, C#, C++, Python
- Unity, Godot

Other Interests
- Game Development
- Video Games
- Cooking
- Pixel Art

Yuuki Matsunari

Major: Computer Science
Hometown: Saitama, Japan

Education
Washington State University
- Calculus III
- Computer Architecture
- Software Engineering
- Automata
- Software Principles
- Design & Analysis Algorithms
- Systems Programming
- Big Data
- Cyber Security

Lower Columbia College
- Linear Algebra
- Calculus I,II
- Data Structures

Skills
- C#, C++, Python, C
- Spark

Other Interests
- Playing Video Games
- Solving puzzles
- Escape rooms
- Playing tennis or badminton

Gabe Allen

Major: Computer Science
Hometown: Pasco, WA

Education
Washington State University
- Calculus I, II, III
- Computer Architecture
- Automata
- Data Structures & Algorithms
- Systems Programming
- Data Science

Skills
- C++, C, Python, R
- Unreal Engine

Other Interests
- Gaming
- Competitive Overwatch
- Media production