

Walsh Quigley

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Education

Western Washington University | Bellingham, WA
Degree: B.S. Computer Science

Graduated: December 2023

Skills

- Projects built using in-depth knowledge of Windows, Linux, C, Racket, Java, JavaScript, Python, React, Zsh, Node JS, and SQL.
- Experience in C#, R, C++, JavaScript, HTML, Assembly, and Algol 68.
- Discrete math and the understanding of algorithmic efficiency.
- Work with GPIO pins and raspberry-PIs.
- Designed and created mods for video games.

Projects

Participant Trigger Recorder, *Research* | December 2022 - December 2023

- Worked within an interdisciplinary team of four to develop an application to track mood changes and triggers for neurodivergent students.
- Created a front-end application in React Native to be used on IOS devices creating accessibility for research participants.
- Implement systems that allow participants to use their own devices rather than older university equipment.

Automated Video Generator, *Personal Project* | June 2024 - July 2024

- Designed and created a fully automated video generator that used a website URL as input to create a narrated post to be uploaded to social media such as TikTok, YouTube, or Instagram.
- Used Python's Selenium package to navigate to a web page and parse JSON data to save text for later use.
- Utilized WebDrivers to open applications that allowed for narration and then automatically uploaded, generated, and saved narrated text to local file space.
- Took advantage of Python's MoviePy package to allow narration, story images, and background videos to be spliced together to create a finished product.
- Implemented extensive cleanup functions upon program termination to ensure the program was ready for next use.

In Store Tracker, *Senior Project* | December 2022 - December 2023

- Partnered with 2 fellow Computer Science students to develop a customer tracking system.
- Led a culminating presentation to more than 50 department faculty and students receiving positive responses regarding applications' utility.
- Employed Agile methodology to manage rigid documentation and an aggressive deadline schedule.
- Worked with Python libraries such as OpenCV and Matplotlib to identify customers in frame.
- Generated visuals to display recorded data in user friendly format.

Work Experience

Research Assistant, *Western Washington University* | Bellingham, Washington December 2022 - December 2023

- Oversaw a group of four students to create front-end mobile applications based on research professor needs.
- Honed skills revolving around mobile device programming languages and frameworks such as React Native.
- Presented well-made deliverables to research leads verifying the created programs suited application.
- Cultivated team focus, served as a liaison between faculty and students, ensured project success.