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Austin Riopelle

Cell: (703) 919-7890

EDUCATION

University of Michigan, Ann Arbor, MI *May 2020*

Bachelor of Science in Engineering in Computer Science.

GPA: 3.897

Courses: EECS 442: Computer Vision, EECS 445: Machine Learning, EECS 498: Deep Learning for CV, EECS 281: Data Structures and Algorithms, EECS 494 Video Game Design & Development.

Thomas Jefferson High School for Science and Technology, *June 2016*
Alexandria, VA

EXPERIENCE

Facebook, Inc., Menlo Park, CA.

Software Engineer Intern — Ads Conversion Experiences *May-Aug 2019*

- Built an original application used by multiple teams across the Ads department for aggregating and displaying data on the impact of advertiser penalties over all of global Facebook.
- Added substantial features in Hack and React to a tool for querying detailed information about advertisers, allowing two large classes of data to become available within the interface.

Indeed, Inc., Austin, TX.

Software Engineer Intern — Chaos Engineering *May-Aug 2018*

- Independently developed and tested an application to automatically conduct surveys to collect data from internal users of the Chaos team's tools across the company to determine how to improve them.
- Contributed to a modernization of the team's code base by adding automatic style checks, more robust integration testing, and interactive API documentation in the form of a web app.

Northrop Grumman Corporation, McLean, VA.

Software Developer Intern — COTS Product Group *June-Aug 2017*

- Created a comprehensive technical and business plan for integrating the company's business process management software, e.POWER, with cutting-edge blockchain and distributed ledger technologies.
- Made major contributions to founding a blockchain research database accessible across the company.

RESEARCH

- University of Michigan Crowds+Machines Lab — CrowdMask
  - Leading an HCI project under Professor Walter Lasecki to investigate a system for hiding private content in images by combining the power of computer vision object detection with human crowd workers.

ACTIVITIES

Wolverine Soft (game development organization), *Sept 2016-Present*
    University of Michigan. Officer, April 2017-present. Roles: Treasurer, Webmaster, Historian.
Member of Eta Kappa Nu (HKN), Beta-Epsilon Chapter. *Dec 2017-Present*

SKILLS

Programming: C++, C, Python, Java, C#, Go, Swift, JavaScript, PHP, HTML/CSS, Objective-C.
Software: Unity, Xcode, Android Studio, IntelliJ, MATLAB, Blender.