Austin Riopelle

21545 Kisko Way, Ashburn, VA 20147
(703) 919-7890 • a.c.riopelle@me.com

EDUCATION

University of Michigan Ann Arbor, MI
B.S. in Engineering in Computer Science; GPA: 3.90 *Graduate, Class of 2020*

Coursework:

- *Winter 2020* User Interface Design, Video Game Development Semester Project
- *Fall 2019* Deep Learning for Computer Vision
- *Winter 2018* Machine Learning, Video Game Design & Development
- *Fall 2018* Computer Vision, Operating Systems

PROFESSIONAL EXPERIENCE

Facebook, Inc. Menlo Park, CA
Software Engineer Intern — Ads Conversion Experiences *5/2019 – 8/2019*

- Developed an application to query multiple large databases in order to aggregate and display insights from advertiser data for use by multiple Ads teams within Facebook.
- Added substantial features in Hack and React to a tool for querying detailed ad metadata, allowing two large classes of data to become available within the interface.

Indeed, Inc. Austin, TX
Software Engineer Intern — Chaos Engineering *5/2018 – 8/2018*

- Developed and tested an application to automatically conduct surveys to collect data from internal users of the Chaos team's tools to determine how to improve them.
- Modernized 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 *6/2017 – 8/2017*

- Compiled a comprehensive technical and business plan for integrating the company's business process management software, with blockchain and distributed ledger technologies.
- Made major contributions to founding a company-wide blockchain research database.

RESEARCH

Crowds and Vision for Privacy in Crowdsourced Applications *9/2018 – 12/2019*

Participated in team research in the U-M CROMA Lab on a project called CrowdMask. The project proposed a hybrid intelligence system for hiding private content in images used in crowd-powered applications by using human crowd workers to overcome limitations of object detection algorithms while those same models were used to assist the workers with pre-masked images.

Generative Networks for Synthesizing 3D Assets for Video Games *9/2019 – 12/2019*

Pursued an independent research project comparing generative network architectures on the problem of creating original 3D content for use in video games, and building a modified model best suited to this task. Gave a poster presentation on findings to the public.

AWARDS AND HONORS

U-M Engineering Dean's List *2016, 2017, 2018, 2019*

U-M University Honors *2016, 2017, 2018, 2019*

U-M James B. Angell Scholar *2018*

EXTRACURRICULAR ACTIVITIES

Eta Kappa Nu (HKN) Member, Beta-Epsilon Chapter *12/2017 – 4/2020*

WolverineSoft (game development organization) *9/2016 – 4/2020*

Officer Corps

- Historian *2017 – 2018*
- Webmaster *2018 – 2019*
- Treasurer *2019*