

Education

Tufts University School of Engineering, Medford, MA
BSCS, expected in 2015

Work Experience

Box Inc.

iOS Engineering Intern (June 2014 – August 2014)

Implemented several new user-facing features and bug fixes in the Box app, including the ability for users to @mention collaborators in comments. Available at

<https://itunes.apple.com/us/app/box-for-iphone-and-ipad/id290853822?mt=8>

Tufts University Department of Computer Science

Web Programming Teaching Assistant (January 2014 – May 2014, September 2014 – Present)

Instructed students and graded assignments in subjects primarily related to front-end development in CSS and JavaScript, back-end development in Node.JS, and source control management in git. Examples of course projects can be found at <https://github.com/adempsey/comp20-adempsey>

IBM Corp.

Connections Automation & API Engineering Intern (May 2013 – August 2013)

Worked on a team of three interns to develop *Sanity*, a Python-based application that detects and diagnoses issues with IBM's *Connections* across entire enterprise deployments. Now in use by both internal IBM employees and IBM customers. See <http://ibmconnections.com/news/ibm-sanity-validation-tool-ibm-connections-4-5/> for more information.

Projects

Freshly

<https://github.com/adempsey/Freshly>

An iOS app designed to help manage food purchases. After grocery shopping, users can enter their purchased items to record the contents of their kitchen. The app can then help generate shopping lists by tracking when items expire, and facilitate quick entry of new items by learning the shopping patterns of its users.

Lahey Hospital and Medical Center Dept. of Neurosurgery ODQ Assistant

<https://github.com/adempsey/ODQ>

A Node.JS-based mobile web application created for a local hospital's neurosurgery department. The application helps alert physicians of patients regressing in condition or experiencing pain after surgery through the Oswestry Disability Index and Visual Analog Scale questionnaires.

Edgey: A Post-Process Approach to Cartoon Edge Drawing

<http://adempsey.github.io/edgey/>

An exploration in edge detection and cel-shaded 3D renderings in C++. The project was built in several phases: creating 3D shape abstractions and cameras, implementing a recursive ray-tracer, and implementing cel-shading and post-process edge detection.

Primary Skills

C, C++, Objective-C, Python, JavaScript, Node.JS, CSS

iOS development, web design and development, network programming, git, Agile development