

AUSTIN HALE

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EDUCATION

UNIVERSITY OF NORTH CAROLINA – CHAPEL HILL

Computer Science, B.S.

GPA: 3.79

Expected May 2021

TECHNICAL SKILLS

LANGUAGES

Blueprint • C • C++ • C# • CSS •
HTML • Java • JavaScript • JSL •
Perl • Python • Rust • TypeScript

COMPUTER GRAPHICS

Azure Kinect • Blender • HoloLens 2
• Leap Motion • Oculus Quest •
OpenCV • SPSS • Three.js • Unity
Engine • Unreal Engine

DEVELOPMENT TOOLS

Adobe • Bash • Bitbucket • Clang-
Tidy • ClearCase • Doxygen • Git •
JIRA • Node.js • Perforce • VMware

OPERATING SYSTEMS

Windows • macOS • UNIX • Linux

COURSES

Computer Organization
Data Structures
Discrete Structures
Algorithms & Analysis
Effective Peer Teaching in
Computer Science
Foundations of Programming
Models of Languages &
Computation
Little Languages
Modern Web Programming (Study
Abroad in Copenhagen)
Introduction to Machine Learning
Intro to VR, Game Development
and Human-Computer Interaction
2D Computer Graphics
Operating Systems
Digital Logic and Computer Design
Files and Databases

AWARDS

Dean's List (4 Semesters)

LINKS

Personal: austinbhale.com
Github:// austinbhale
LinkedIn:// austinbhale

EXPERIENCE

UNC – Chapel Hill | Undergraduate Research Assistant

May 2020 – Present | *Graphics and Virtual Reality Group*

- Develop an AR educational tool for the UNC School of Medicine using the HoloLens 2.
- Facilitate two user studies that compares the effectiveness of the teacher continuing to coach the student during student practice for sign language and knot tying.

January 2019 – December 2019 | *Enabling Technologies*

- Developed software designed to enable people with disabilities to participate in education, literacy, and gameplay. Completed two research projects: Tar Heel Music and Tar Heel Hero.

UNC – Chapel Hill | Undergraduate Teaching Assistant

January 2020 – Present | *Models of Languages and Computation*

- Apply formal language concepts to students through online communication and feedback.
- August 2019 – December 2019 | *Effective Peer Teaching in Computer Science*
- Strengthened current and future learning assistants' understanding of topics in computer science pedagogy by creating twenty instructional videos.

August 2018 – May 2019 | *Foundations of Programming*

- Reinforced the concepts taught in the Foundations of Programming course to over 450 students through office hours, online questioning boards, and recitations.

SAS | JMP Technical Intern (Year-Round)

June 2019 – Present

- Debug Python, Perl, JSL, and C++ source code for JMP Research & Development that support the Crash Report and Documentation team.
- Create and manage Jenkins builds to process scripts that generate contrasting screenshots and database scripting in JMP.

Ribbon Communications, Inc. | C20 Engineering Intern

June 2018 – December 2018

- Improved the design and documentation of call server products and solutions.
- Debugged multiple C++ source files for programming errors using Clang-Tidy.

PROJECTS

Analyzing Immersion in a One-vs-One Virtual Reality Game

- Conducted a small study on immersiveness using a steer-to-center redirection algorithm.
- Implemented the Remote Procedure Calls and Steam Multiplayer system.

Tar Heel Music

- Expanded on external machine learning and note sequencing libraries (e.g. Magenta.js) to create an accessible music experience.

Tar Heel Hero

- Developed a 3-D rhythm-based computer game designed to be accessible for all individuals and can be found at tarheelhero.com.

Clang-Tidy Visualizer

- Generated a structured view of various bugs in C/C++ source code.

Game Development

- Lead Programmer (Blueprint/C++) in teams of 5-10 people for competitive game jams.

ACTIVITIES & LEADERSHIP

Enabling Technology Club | President

August 2017 – Present

- Contribute to the collection of over 10 million books read on Tar Heel Reader that allows individuals with disabilities to read for education and enjoyment. ***

Buckley Public Service Scholars | Enrolled Member

August 2017 – Present

- Strong commitment to public service. Invested 300 hours of service and four skills trainings involving effective communication practices and service abroad.

Hobbies & Other Interests

- Hackathons (HackDuke, HackNC), game jams, 3D animation, web development.