

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

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

DEVELOPMENT TOOLS

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

OPERATING SYSTEMS

Windows • macOS • UNIX • Linux

COURSEWORK

Computer Organization
Data Structures
Discrete Structures
Effective Peer Tutoring in Computer Science
Foundations of Programming
Little Languages
Modern Web Programming (Study Abroad in Copenhagen)
Models of Languages & Computation
Algorithms & Analysis
Introduction to Machine Learning
Intro to VR, Game Development and Human-Computer Interaction

AWARDS

Dean's List (4 Semesters)

LINKS

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

EXPERIENCE

SAS | JMP Technical Intern (Year-Round)

June 2019 – Present

- Automate crash report associations in Python with known and unknown defects for developers and technical support.
- Debug Python, JavaScript, and Perl scripts 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.
- Rewrite internal Perl scripts to JSL in order to be more accessible for future developers.

University of North Carolina – Chapel Hill | Undergraduate Research Assistant

January 2019 – Present

- Assist the development of software designed to enable people with disabilities to participate in education, literacy, and gameplay.

University of North Carolina – Chapel Hill | Undergraduate Teaching Assistant

August 2018 – Present

- Strengthen learning assistants' understanding of topics in computer science pedagogy.
- Reinforce the concepts taught in the Foundations of Programming course to over 450 students through office hours, online questioning boards, and recitations.

Ribbon Communications, Inc. | C2o Engineering Intern

June 2018 – December 2018

- Responsible for the design and documentation of call server products and solutions.
- Generate dependency graphs to exhibit relations between classes in separate modules.
- Debug multiple source files for typical programming errors using Clang-Tidy.
- Design scripts to provide simpler access to C2o call traffic assessments using Perl.

PROJECTS

Clang-Tidy Visualizer

- Generates a structured view of various bugs in C/C++ source code.
- Organizes checks with highlighting and external link features for ease of accessibility.

Tar Heel Music

- Enables all individuals to play, record, and save four different real-time instruments.
- Expands on external machine learning and note sequencing libraries (i.e. Magenta.js) to create a real-time musical experience with minimalist interaction.

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.

Web Development

- Focus on front-end and back-end development for creating sites from scratch.
- Created or modified the following sites: austinhale.cph426.com, vetandadance.com, sydneybhale.com, hacknc.com, edwardtrentzsch.github.io.

ACTIVITIES & LEADERSHIP

Enabling Technology Club | President

August 2017 – Present

- Conduct biweekly meetings with speakers and new technologies to enhance involvement with Tar Heel Reader and Gameplay.
- 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

- Collaborate with the surrounding community in providing assistance to nearby schools and non-profit organizations.
- Demonstrate a strong commitment to public service through 300 hours of service and four skills trainings.