

Bob Wilson

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Computer Science Student seeking summer 2025 Software Engineering internship in Southeast Michigan or remote.

Education

Michigan State University

B.S. in Computer Science, Math Cognate. GPA: semester 4.0, cum 3.515. Expected graduation May 2027.

May 2024 – current

East Lansing, MI

Washtenaw Community College

Computer Science Classes, 4.0 GPA, Dean's List - High Honors

Jan 2024 – Apr 2024

Ann Arbor, MI

Macomb Community College

Associate of General Studies, 4.0 GPA, summa cum laude, Dean's List. Studied MACA Digital Art & Animation Specialty

Warren, MI

Selected Experience

Robotics Software Engineering Intern

Skydio (via Open Avenues Foundation)

Feb 2024 – Apr 2024

San Francisco, CA (remote)

- Developed a working dynamics simulation and feedback controller of a Skydio quadrotor drone
- Wrote quality Python code in a team environment using VS Code and packages NumPy, SciPy, and SymForce
- Delivered a GitHub repository with Jupyter notebooks that include implementations and derivations

Animator

DreamWorks Animation

Jan 2023 – Dec 2023

Glendale, CA (remote)

- Filed dozens of detailed bug report Jira tickets to improve animation software Premo and the 3d character rigs
- Collaborated with Technical Directors and Software Engineers to troubleshoot issues and test bug fixes
- Worked on the films *Trolls Band Together* and *Kung Fu Panda 4*

Animator

Pixar Animation Studios

Dec 2021 – Dec 2022

Emeryville, CA (remote)

- Filed over 100 bug reports and feature requests regarding Pixar's proprietary animation software Presto
- Collaborated with Animation Tools department and Software Engineers to troubleshoot issues and test bug fixes
- Contributed feedback on early version of layered animation tool, suggested features to improve user experience
- Worked on the Disney+ series *Cars on the Road*, the film *Elio*, and the Oscar-Nominated film *Elemental*

More info on my previous career as an Animator working in Feature Animation (Pixar, DreamWorks), Aerospace (Williams International), Visual Effects and AR/VR (ILM, ILMxLAB), Games (EA, PlayStation), Automotive (GM), and Advertising (Skidmore Studio for agencies Doner, Campbell-Ewald, J. Walter Thompson, Young & Rubicam, with clients including Ford, Chevy, Lincoln/Mercury, Mazda, Michelin, Microsoft Sync), including extended resume with awards list is available here: www.bobwilsonanimation.com

Projects

Prime And Composite Numbers Generator

Apr 2024

- Won 1st place in the Project Codeway competition in Washtenaw Community College's Intro to Computer Science class
- Wrote 100% of the Python code for team project that generates prime and composite numbers, and factorizes composites
- Voted Team MVP, Project Lead, came up with most of the ideas, and demonstrated the app to the class

Data Science Visualization - Crime Statistics Analysis

Apr 2024

- Analyzed FBI crime data using Python in WCC Intro to Python class, utilized JSON and Pandas modules for data processing
- Generated bar charts and tables for regional crime statistics relative to the national average

Software I've Animated On: *Carne y Arena* VR (ILMxLAB, Academy Award winner), *Star Wars* mobile app AR (Lucasfilm/ILMxLAB), *The Sims 4* (EA), *Nissan Battle Test* VR (ILMxLAB), *God of War Ragnarök* (PlayStation), *Tron: Legacy* iPad App (DBML/Disney), *Jackpot Slots* mobile game (Present Creative/Funzio/Gree), *North American International Auto Show Press Kit* (Skidmore Studio)

Technical Skills

Languages: Python, C++, HTML, SQL

Libraries: Pandas, NumPy, SciPy, SymForce, Matplotlib, JSON, REST API

Developer Tools: VS Code, Jupyter Notebook, Git, GitHub, Perforce, Mac, Windows, Linux, Jira

Certifications: PCEP Certified Entry-Level Python Programmer (Python Institute PCEP-30-02)