# W. Hayden Fuss

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# **EDUCATION**

North Carolina State University, Raleigh, NC

August 2013

Major: B.S. Computer Science, Minor: Materials Science and Engineering Current GPA: 4.0 Graduation: December 2016

Florida Southern College, Lakeland, FL

August 2012 – April 2013

Major: B.S. Chemistry, Mathematics **GPA: 4.0** 

TECHNICAL SKILLS

**Languages:** Java, C/C++, Javascript, Python

Experience: Git, C#, Unity, MongoDB, WebGL, Nginx, Docker, MySQL, AngularJS, NodeJS, Eclipse, GSON, Flask

Platforms: Windows 7/8, Mac OS X, Ubuntu 12/14, Fedora 23

# **WORK EXPERIENCE**

**RED HAT** – Raleigh, NC

Software Engineering Intern, May - August 2016

- Worked as a full stack developer on an internal application used by Red Hat's Support Delivery team.
- Developed a job runner for executing interval tasks that maintain our Mongo database using Python's multiprocessing library.
- Created a user and admin UI for utilizing and managing the job runner with AngularJS and Bootstrap.
- · Assisted with configuring Docker containers for the development and production instances of our server.

# NORTH CAROLINA STATE UNIVERSITY - Raleigh, NC

Dr. Yaroslava Yingling's Research Group - Research Assistant, November 2013 - May 2016

- Wrote a C++ shared library for initializing and processing DPD and other coarse-grained simulations.
- Implemented a cell-list algorithm for determining clusters of objects in 3-D space with Periodic Boundary Conditions.
- Submitted simulations and other programming scripts on NCSU's HPC and our group's GPU cluster using Bash and Python.
- Served as co-author for two articles, Macromolecular Theory and Simulations (08/14/2014) and Soft Matter (08/18/2015).

# HARVARD UNIVERSITY, TRICAM REU – Cambridge, MA

Institute of Applied Computational Science – Research Appointment, June - August 2015

- Conducted data analysis of geo-coded Tweets, 911, and 311 datasets from the time of the Boston Marathon Bombings.
- Developed a Python module for plotting geo-coded data over maps of the greater Boston area.
- Experimented with Twitter sentiment analysis using a variety of classifiers from Python's scikit-learn.

#### ADDITIONAL PROJECTS

- Building Game AI, CSC 484, Spring 2016
  - Used Java and Processing to implement steering and path-finding algorithms, such as seek and A\*
  - o Created more complex actions for characters by developing behavior and decision trees
  - Implemented a decision tree learning algorithm designed to observe Boolean state variables
- Proxy, a 2D Puzzle Platformer, Spring 2015 Fall 2016
  - o A video game designed and programmed using Unity and C# scripting
  - o Features moving platforms, lasers, parallax scrolling, particle effects, time trial mode and online leaderboards
- Implementing the Multiple Hypothesis Tracking (MHT) Algorithm, Spring 2016
  - o Senior Design Project for the Laboratory of Analytical Sciences (LAS), mentored by Dr. James Keiser
  - o Worked on a team of four students, developing a generalized MHT implementation in Java that could be easily extended for experimenting with different optimizations