Blair Witt

https://bwitt19.github.io/me | **bwitt190@gmail.com** | *Address and phone omitted (email me)*

EDUCATION:

University of Maryland, Baltimore County — Graduation Date: *May 2020*
***Computer Science, B.S.**, magna cum laude* — GPA: *3.79 / 4.0*

HONORS & ACADEMIC INVOLVEMENT:

Outstanding Senior in Computer Science *(UMBC COEIT)*
President's List, Dean's List
Tutor for UMBC's Academic Success Center
Teaching Assistant for UMBC's Computer Science Dept.
Center for Women in Technology (CWIT) Affiliate

WORK EXPERIENCE:

Rochester Institute of Technology & NSF:
Undergrad. Researcher – Computational Sensing NSF REU — *May 2018 - Mar. 2019*

- ***Published and presented*** **at IEEE PerCom's PerLS 2019 workshop as second author.**
- https://ieeexplore.ieee.org/abstract/document/8730692
- Project experience with Machine Learning in Python, and HoloLens dev. in C# & Unity
- Worked with an undergraduate partner on a project examining the use of augmented reality headsets in activity recognition algorithms, by analyzing data on user focus and gaze

UMBC Computer Science & Electrical Engineering (CSEE) Dept.:
Undergraduate Research Assistant — *Mar. 2019 - May 2020*

- Research assistant in UMBC's AVAIL and IRAL labs. Working full-time primarily with Drs. Don Engel and Cynthia Matuszek in AVAIL on assistive robotics and VR data visualization.
- Duties include primary upkeep of UMBC's motion capture VICON lab, and work involving the development of VR simulations to develop language algorithms for robots.

Intro CS Teaching Assistant — *Aug. 2018 - May 2020*

- Teaching assistant for both of UMBC's intro Computer Science courses (CMSC 201 & 202)
- Taught sections of 20 students focused on helping improve their programming skills and held office hours to help new CS students and beginner programmers in Python & C++

LANGUAGES & SKILLS:

- Languages: Skilled in **Python**, **C++**, **C#**, and **JS** development, all with project experience in academic and research work environments
- Project experience with Git (CLI) & Github, Machine Learning, TensorFlow, VR development, Microsoft HoloLens development, Unity, Unreal Engine, VirtualBox, ReactJS, Node.js, AWS
- Platform agnostic; proficient and comfortable with Linux, Mac, and Windows: CLI or GUI

RELEVANT COURSEWORK:

Intro to Artificial Intelligence, Software Engineering, Algorithms, Machine Learning, Data Visualization (Graduate Level), Bioinformatics, Robotics, Operating Systems, Linear Algebra