Cale Geffre

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CG

Education

University of Wisconsin - Madison
B.S. in Computer Engineering, expected May 2018
Dean's Honor List: Fall 2014, Fall 2015, Spring 2016

Experience

Undergrad Assistant, CAVE Programmer, vizHOME Research Project
Wisconsin Institute for Discovery, Madison, WI — September 2016 - Present
- Work on pipeline for processing LiDAR scan data into 3D point cloud models that can be navigated
- Create scripts and GUIs for improving workflow
- Assist in research as technical lead, running participants through the 3D virtual reality home walkthroughs

Firmware and Data Reliability Intern, Seagate
Shakopee, Minnesota — May 2016 - August 2016
- Created python tools for parsing through hex files and program outputs for quicker access to drive information
- Created simulations of reliability systems for modelling potential firmware enhancements and their benefits
- Debugged issues in firmware code

Undergrad Research Assistant, vizHOME Research Project
Wisconsin Institute for Discovery, Madison, WI — August 2015 - May 2016
- Worked with vizHOME project assisting lay people in using 3D virtual reality technology, such as the Oculus Rift, and UW's virtual reality CAVE, for purposes of researching health information management for people with chronic illnesses
- Also dealt with statistical analysis, website management, meeting logistics, social media presence

Activities

Badgerloop VR Team Member
Madison, Wisconsin— October 2016 – Present
- Creating virtual reality experiences for UW's team in the SpaceX HyperLoop competition
- Development with Google Cardboard and HTC Vive, creating 360 videos and virtual models of design features

Volunteer with Living Environments Lab
Madison, Wisconsin— August 2015 – Present
- Volunteer with labs community outreach events in an effort to get people informed and interested in virtual reality.

NCAA D1 Rowing Student Athlete
- Madison, Wisconsin— Fall 2014 – Fall 2015
- Walk on with no prior experience. Committed intense hours and mastered time management to achieve both academic and athletic goals

Computer Skills

Programming Languages: C/C++, Python, Java, Excel VBA, Learning Verilog, C#

Software: Perforce, Visual Studio, QT, Matlab, Unity, SlickEdit, Autodesk Inventor, Quartus, SPSS