

Cameron Dugan

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EXPERIENCE

Island Exterior Fabricators, Boston | ML Development Intern Sep 2023 – Dec 2023

- Automated improved clarity and accuracy of essential manufacturing drawings.
- Mitigated potential errors and confusion during assembly process.
- Developed neural networks to adjust leader positions in manufacturing drawings.

Wentworth Institute of Technology, Boston | AI Research Assistant Jan 2023 - Sep 2023

- Provided research for the implementation of auto framing in Amazon's Echo Show 10.
- Fine-tuning deep learning models for improved user experience.
- Research provided basis for multiple masters thesis defenses.
- Developed a novel neural network training loop for spatial adversarial AI purposes.

Charles River Labs, Wilmington MA | ABAP Intern June 2022 - Aug 2022

- Learned and practiced SAP + ABAP Development Methodologies.
- Automated email tasks in Microsoft Power Automate.

EDUCATION

Wentworth Institute of Technology (WIT) | Boston, MA Sep 2020 - Aug 2024

- Bachelor of Science in Computer Science
- Major GPA 3.6/4.0, Overall GPA 3.47/4.0
- SCDS Academic Excellence Award Winner 2024
- Dean's List Fall 2021, Fall 2022, and Spring 2024s

PROJECTS

NabGo in Go, Python, and JS | <https://github.com/camerondugan/NabGo>

- Designed and implemented NabGo, an online position analysis platform for Go.
- Developed an board image upload feature that allows for easier use on complicated Go positions.

Practice Guitar Tabs Application in Python

- Integrated loading for popular file guitar tab file formats access to a large collection of tabs.
- Used Fast Fourier Transforms(FFT) to analyze frequencies in note detection module.

Succulent Multi-platform App in Flutter | [Google Play: Search \(camerondugan\)](https://play.google.com/store/apps/details?id=com.camerondugan.succulent)

- Incorporated a dynamic and smooth card-like interface with Flutter.
- Designed plain-text back-end for quick save state editing.

Chess Engine in C# | gitlab.com/cameron.dugan/chess-challenge

- Implemented a relatively strong chess engine in <150 lines of code.
- Used Hamming Weights for bit counting on a bit representation of a chess board.s

ACTIVITIES

Award Winner of VR Jam at Wentworth VR Event July 2023

- Adapted an experience I made to run in VR using unique movement mechanics.

1st Place at WIT Game Jam | <https://sire-inc.itch.io/you-are-not-a-clone> July 2023

- Developed an award winning 2D Platformer "You are not a clone" in a team environment.

Competitor for MIT Battle Code | <https://battlecode.org> Jan in 2020-2024

- Finished 13th in Worlds of 2020 and 18th US Qualifying of 2022.
- Led a team to solve problems such as low resource path-finding and message communication.

Eagle Scout of Troop 272 from the Boy Scouts of America August 2020

- Held leadership roles and developed skills for working with and leading teams of young adults.
- Led and funded a project to build 4 picnic tables for Sargent Park in Nashua NH.

SKILLS

Programming Languages: Go, Python, Rust, Java, C++/C, Dart, Lua, Assembly, R

