

Cameron Dugan

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EDUCATION

Wentworth Institute of Technology | Boston, MA

August 2024

Bachelor of Science in Computer Science

Overall GPA 3.2/4.0, Major GPA 3.5/4.0

Dean's List Fall Semester 2021

Related Courses: Architecture and AI, Algorithms, Intro to Data Science, Operating Systems

SKILLS

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

Front End: Flutter, GTK4 with Rust, Oculus Quest VR with Godot

Operating Systems: Linux, Windows, Android

Hardware: Arduino, Raspberry Pi, SPI Displays, Servos, Sensors

PROJECTS

AutoDrop Project | Python (Group) | github.com/camerondugan/AutoDrop

December 2021

- Developed multi-threaded peer to peer client code for automatic file transfer
- Created a folder structure for incoming files by client to avoid overwriting same named files
- Programmed multi-threaded local network peer discovery

Succulent Multi-platform App | Flutter/Dart (Individual) | [Google Play Store](https://play.google.com/store/apps/details?id=com.succulent)

December 2021

- Designed plain-text back-end for quick save state editing
- Included a dynamic and smooth card-like interface with flutter

Abstract Art Generator | Python (Individual) | camerondugan.com/blog/dream-bot

August 2021

- Created an Image in-painter with basic tangent pixel statistics from a memorized data-set
- Generates tangent pixel probabilities for any given color in an image or set of images
- Wrote code to fill empty pixel given surrounding pixel based on stored probabilities

EXPERIENCE

Charles River Labs | Remote

June 2022 - August 2022

ABAP Programming Intern

- Learned and practiced SAP + ABAP Development Methodologies
- Worked with Microsoft Power Automate to automate email tasks

Wentworth Institute of Technology Success Studio | Boston, MA

January 2022 - May 2022

Embedded Tutor/Peer Tutor

- Guided over 20 students through Computer Science I, II, and algorithm concepts
- Joined Computer Science II labs to help with in-class assignments
- Directed help sessions for Computer Science I and II

ACTIVITIES

AAAI Conference | Artificial Intelligence Conference

February 2022

Student Presenter

- Researched AI's potential impact on Agriculture in Africa

MIT Battle Code | Java Programming Competition

January 2020, 2021, and 2022

Team Leader

- Led a team to solve problems such as path-finding and multi-threaded map discovery + communication
- Finished 13th in Finals of 2020 and 18th US Qualifying of 2022

Boy Scouts of America | Troop 272

August 2020

Eagle Scout

- 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