

Cooper Proctor

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EDUCATION

Cornell University

Ithaca, NY

Bachelor of Science in Computer Science

Expected May 2026

- **GPA:** 3.55 / 4.0
- **Honors & Awards:** Dean's List Fall 2022, Fall 2023
- **Relevant Coursework:** Computer System Organization and Programming, Functional Programming, OOP, Data Structures, Visual Imaging, Discrete Math, Linear Algebra, Engineering Probability and Statistics
- **Organizations:** Cornell Concrete Canoe, Cornell Hyperloop, Climbing Club, Taekwondo Club, Boxing Club, Triathlon Club, Run Club, Hacking Club

WORK & LEADERSHIP EXPERIENCE

Department of Computer Graphics, Cornell University

Ithaca, NY

Undergraduate Research Assistant – Donald Greenberg's Lab

Jan 2024 – Present

- Implemented physics-based free-hand virtual grasping adaptable to shapes of different virtual objects
- Researched applications of new computer graphics technologies to AR/VR systems to improve performance

Department of Psychology, Cornell University

Ithaca, NY

Undergraduate Research Assistant – Shimon Edelman's Lab

Sept 2023 – Dec 2023

- Developed artificial babbling from modeled orbicularis oris muscle capable of producing syllabic speech
- Researched applications of convolutional neural networks for monitoring psychological implications of turn-taking in infants with different brain disorders
- Mentored by grad student and responsible for editing and improving ML model originally built in MatLab during an active translation into a more accessible PyTorch version model used for analysis of data
- Coded raw audio annotations of infant recordings with caregivers in turn-taking scenarios for analysis

Cornell Hyperloop

Ithaca, NY

UI/UX Designer, Electrical Sub-team

Oct 2022 – July 2023

- Designed 4 pages for new team website alongside upperclassman using Figma
- Created onboarding project in group of 5 which connected a heat sensor and a heartbeat sensor to an Arduino and displayed the collected data to a remodeled version of the overall team's user interface
- Maintained close relationship with other sub-teams to ensure progress toward national competition in May
- Increased readability of 'Help' button within the GUI software and researched ways to interlace multiple Arduinos with multiple RaspberryPis to allow more efficient data transferal

2022 Big Ideas Competition First Place (LAFT)

Ithaca, NY

Co-Founder

Oct 2022 – Nov 2022

- Built LAFT (Lost by Accident, Found with Trust), a lost-and-found startup to connect losers with finders
- Won first place in Social/Climate Track out of 12 finalists at the Cornell 2022 Big Ideas Competition
- Granted \$2,000 in prize money to further develop the project with co-founder
- Entered to compete in National Round against teams from schools across the country

SKILLS, ACTIVITIES & INTERESTS

Projects: *Ocamon* – Pokemon game built with OCaml, *Floppy Fish* – Flappy Bird game built in Unity with C#, *Planetoids* – Asteroids game built with Python, *Chicken Coop* - designed and built from scratch

Technical Skills: Python, Java, JS, OCaml, SwiftUI, C++, C, C#, IntelliJ, VSCode, Git, Figma, Pandas, PyTorch

Events: 2023 Aspen Ideas Festival, Big Red Hacks 2022, Cornell EC 2022, Cornell 2022 Big Ideas Competition

Interests: technology/sustainability startups, bioethics, neuroscience/psychology, AI/ML, CNNs/RNNs, skiing, climbing, mountain biking, endurance physical events, cold exposure, traveling, drawing, mapping, building