## **BRENDAN RITTER**

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Website: www.brendanritter.com

**Education** CORNELL TECH AT CORNELL UNIVERSITY

New York, NY

Master of Engineering in Computer Science, May 2016

GPA: 3.66 on a 4.0 scale

OLIN COLLEGE OF ENGINEERING

Needham, MA

Bachelor of Science in Engineering with concentration in computing, June 2015

Skills TOOLS, LANGUAGES AND PROFICIENCIES

Front and Back end Game CAD User Oriented Product Design

Development Development Design

*Proficiency and at least 2 years of experience in all of the following:* 

Python Java C# C/C++ JavaScript Matlab Ocaml/SML/lisp PHP SolidWorks

Experience ATHENAHEALTH Watertown, MA

2015 Software Development Intern

Developed framework and tools for code quality analysis using Perl and JavaScript.

2014 MICROSOFT Redmond, WA

Software Development Intern with the Skype Calling team

Developed an experimental web-based Skype client using JavaScript, C# and Azure

cloud service. Was solely responsible for development in group of two.

2013 BARRETT TECHNOLOGY Cambridge, MA

Software Development Intern

Developed API and user interface for controlling Barrett Hand 282 (robot hand) called

pyHand

- pyHand is currently shipped with every hand sold as well as used internally
- Utilized python, the Tkinter library and Controller Area Network protocol
- Co-lead group of four
- Developed both internal and client facing software.

2012 MITRE CORPORATION McLean, VA

Software Development Intern with Center for Advanced Aviation System Development Developed several small tools for extracting summary statistics from voluminous raw

flight data. Utilized Matlab, R and Java.

Awards PROFESSIONAL PUBLICATIONS

2012 7th European Conference for Technology Enhanced Learning (ECTEL)

Saarbruken, Germany

Co-Authored "A Collaboration Based Community to Track Idea Diffusion amongst Novice Programmers"

- Wrote poster paper and gave presentation at event
- Worked with group of four to develop underlying computer program

2015 *Patent Pending: application number 14/703607* - Seeks to increase usability of mobile devices.

Solely conceptualized, wrote and submitted patent