

BRENDAN RITTER

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For a more detailed list of corporate, school and personal projects:

www.brendanritter.com

Education	CORNELL TECH AT CORNELL UNIVERSITY	New York, NY
2016	Master of Engineering in Computer Science - GPA: 3.66/4.0	
	OLIN COLLEGE OF ENGINEERING	Needham, MA
2015	Bachelor of Science in Engineering with concentration in computing - GPA: 3.62/4.0	
Skills	TOOLS, LANGUAGES AND PROFICIENCIES Front and Backend Development, Game Development, User Oriented Design, Product Design, CAD Very strong proficiency in: Java, Javascript & React, Python At least 2 years of experience in: C#, C/C++, Matlab, Ocaml/SML/lisp, PHP, SolidWorks	
Experience	RAYTHEON BBN	Cambridge, MA
	<i>Staff Scientist</i> Developed user-centered logistics programs for USTRANSCOM. Conducted the following work: -Development of Logistics Engines (Java) -Gui and Map Design (React and Java) -Hiring (Technical and nontechnical) -Primary Source Research -Technical Assistance (Remote and on site) -White Paper Writing -In person User Research/User Interviews -Profiling, test and optimization Ask me about specific projects! Some I personally made from the ground up and transitioned.	
2016-2020		
2015	ATHENAHEALTH	Watertown, MA
	<i>Software Development Intern</i> Developed framework and tools for code quality analysis using Perl and JavaScript.	
2014	MICROSOFT (Skype Calling team)	Redmond, WA
	<i>Software Development Intern</i> Solely developed an experimental web-based Skype client using JavaScript, C# and Azure cloud service.	
2013	BARRETT TECHNOLOGY	Cambridge, MA
	<i>Software Development Intern</i> Developed API and user interface for controlling Barrett Hand 282 (robot hand) called pyHand. Software was shipped with 282s.	
2012	MITRE CORPORATION (CAASD)	McLean, VA
	<i>Software Development Intern</i> Developed several small tools for extracting summary statistics from very large amounts of raw flight data. Automatic powerpoint creation tool.	
Publications		
2012	7 th European Conference for Technology Enhanced Learning (ECTEL)	Saarbrücken, Germany
	Co-Author "A Collaboration Based Community to Track Idea Diffusion amongst Novice Programmers" - Wrote/Presented in group of four, with underlying program	
	Proceedings of the 2017 ACM Conference on Designing Interactive Systems	
	Co-Author "Effects of color and threshold on user perception of heat maps" - Codesigned experiment, developed accompanying software.	
2015	Patent US20160328202A1: Video Wall System & Method of Making and Using Same	
	Solely conceptualized, wrote, submitted patent	