

BRIAN COOPER

BS Computer Science, University of Minnesota

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🌐 <https://brian-cooper.com>

EXPERIENCE

Interactive Visualization Designer

University of Minnesota | June 2019 - Present

Developed interactive visualizations and games for lessons that teach STEM concepts using JavaScript and D3.js. Wrote Python scripts and code to augment the lessons. Integrated visualizations into Jupyter Notebooks with various UI/UX extensions and modifications. Created SVG components for use in lessons with Adobe Illustrator.

Cash Control Team Lead

Valleyfair Amusement Park | April 2018 - September 2018

Supervised the cash control team at Valleyfair. Balanced park vault and regulated employee cash bags. Maintained accounting spreadsheets for various park divisions. Performed daily cash recycler pickup and balanced checks sent to the park.

Graphic Designer

Colorado State University | September 2017 - March 2018

Created various visual media for Off-Campus Life at Colorado State University, including posters, brochures, and digital media in an effort to inform students and faculty about Off-Campus Life programs. Extensive use of Adobe Suite: particularly Photoshop, Illustrator, InDesign, and Premiere.

EDUCATION

University of Minnesota - BS Computer Science

Fall 2018 - Fall 2019

- Emphasis: Artificial Intelligence, Bioinformatics
- International Collegiate Programming Contest, Association for Computing Machinery, Cryptocurrency Club, Environmental Student Association

Normandale Community College - AS Computer Science

Fall 2016 - Spring 2018

SKILLS

- **Languages/APIs:** Python, C++, C#, JavaScript, TypeScript, SQL, OpenGL
- **Web:** React, Redux, Django, WebGL, HTML, CSS, SASS
- **AI:** TensorFlow, Keras, scikit-learn
- **Software:** Photoshop, Illustrator, Premiere, InDesign, After Effects, Blender, Unity, Godot