

Cormac Lynch-Collier

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Education

Worcester Polytechnic Institute (WPI) – Bachelor of Science in Computer Science, Minor in History, GPA 3.86/4.0, December 2019

Projects

CS 3733 - Software Engineering – Lead UI Designer and Product Owner; WPI, 2018

This course had ten-person student teams working to apply Agile development methodologies to create an indoor pathfinding application, map builder, and integrated service request modules for the Brigham & Women's Hospital main campus. The software systems that student teams created were to inform Brigham & Women's Hospital about potential features, user interfaces, or design approaches that they might consider implementing. As the lead UI designer, I designed and implemented the front-end of our application using Java and JavaFX. As a product owner, I maintained the product iteration backlogs. I also coordinated the team's sizing and prioritizing of user stories.

International Training Programme; Online Exhibitions – Interactive Qualifying Project (IQP); WPI, 2019

Created an online exhibition for the British Museum's International Training Programme during WPI's IQP junior-year project. I spent 7 weeks in London at the British Museum developing the website following a version of the software development lifecycle, testing the product over three iterations. The website, developed with wordpress, was created with attention good website design and accompanied by readable documentation so that non-technical users could continue the website in the future.

Correlating Muscle Movements with Ultrasound Imaging – Major Qualifying Project (MQP); WPI, 2019

Created a machine learning model to predict finger movements when provided with an ultrasound image of the forearm. I created and tested different neural networks (changes in both design and specific properties) in order to find the optimal configuration that would produce the most accurate results. This was my final project at WPI; I worked one on one with a professor, as well as in collaboration with another team tasked with developing hardware for a prosthetic hand. To see the final paper and technologies used, see my website.

Experience

Vistaprint – Software Engineering Intern; Waltham, MA; Summer 2019

Worked with the manufacturing software department to create a "Press Simulator" micro-service. The service was built with .NETCore on the backend and AngularJS on the frontend. The "Simulator" was created to mock/test workflows that are used in Vistaprint's printing plants (e.g., the color separation and movement of pdf files to be printed onto garments).

Cogo Labs – Software Engineering Intern; Cambridge, MA; Summer 2018

Worked with the venture capital firm associated with Cogo Labs (Link Ventures) to create a website catalogue of start-up accelerators in the Boston area. Implemented a profile page and review system associated with each accelerator. Worked with an incubating company at Cogo Labs (Minerva Analytics) to create their corporate website. Both sites were made with React (JavaScript) for the front end, and Django RESTFramework (Python) for the back end. To see the final products, see my website.

Software Development Assistant – Olin College; Needham, MA; Summer 2017

Worked with Professor Alex Morrow to develop an APL (A Programming Language) interpreter written in Python, on a Linux machine. In the process of working towards a publication.

Skills

Programming Languages: Python, Java, C, C++, HTML, CSS, JavaScript, JavaFX, React, AngularJS, NodeJS, .NETCore

Software Development Tools: Django RESTFramework, Keras, Git, Scrum

Agile Project Management Tools: GitHub Project, Slack, Trello