Courtney Baugh

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Education

- University of Virginia
 - BA Computer Science, Spring 2020
- John Tyler Community College
 - o AS Engineering, Spring 2016
- <u>Relevant Courses:</u> Program and Data Representation, Intro to Programming,
 Discrete Mathematics, Software Development Methods, Digital Logic Design,
 Theory of Computation, Software Testing, Computer Vision, Computer
 Architecture

Work Experience

• University of Virginia Charlottesville, VA - Present

Research Student

- Worked with Qualisys motion capture system to document cultural dances.
- Researched how to use data from motion capture and CSS to create a Unity skeleton and video.
- Unboxed Technology

Richmond, VA - Summer 2018

Software Engineering Intern

- Updated the UI of the Learning Management System website to enable localization using Angular.JS, HTML, CSS and C#.
- o Implemented various updates to the Learning Management System website ,using SQL, Angular.JS, Bitbucket, and Jira, that allowed the user to make teams on the site.
- ETS Corporation

Ashburn, VA - Fall 2017 to Spring 2018

Web Developer Intern

- Built a new event scheduling component for the ETS Ecommerce website using Angular.JS, HTML, and CSS.
- Designed and implemented APIs and web components website's user settings page which helps the user have a better experience on the site.
- NASA- Langley Research Center Hampton, VA Summer 2016 Software Engineering Intern
 - Designed the communication software of a new CubeSat which NASA can use to increase accuracy in hurricane predictions by 70%.
 - Wrote a technical report and documentation on the communication software.
 - Used Unity to learn how the CubeSAT should be built

Computer Skills

Java, Microsoft Visual Studios, C++,Python, Eclipse, ASP.NET, Angular.JS, CSS, Bootstrap, Material Angular, HTML, Gulp, Git, Jira, Bitbucket, Coffeescript, C#,Agile,Unity, Qualisys Motion Capture, Pytorch,Selinium, JUnit Testing, Bash, Make