Courtney Baugh

Email: courtneyibaugh@gmail.com

Education
- ***University of Virginia***
  - BA Computer Science, Spring 2020
- ***John Tyler Community College***
  - AS Engineering, Spring 2016
- **Relevant Courses:** 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#.
  - 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