

**Charlie Du**  
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## **EDUCATION**

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<b>UIUC Grainger School of Engineering</b>	<b>Aug 2021 - Present</b>
B.S. in Computer Science	
<b>Carbondale Community High School (GPA: 4.0/4.0)</b>	<b>Aug 2017 - June 2021</b>

## **EXPERIENCE**

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<b>iJet Lab - Brunswick Corporation</b>	<b>May 2022 - Present</b>
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### **Computer Graphics Software Developer Intern**

- Managed and provided technical guidance for the team working on CES 2024
- Developed training resources for new team members
- Developed interactive simulator to showcase autonomous boating at CES 2023
  - Featured in AutoWeek, Boating Magazine, and Yahoo Finance
  - Implemented realistic physics, designed UI, and programmed events to communicate the experience of autonomously docking (Unreal Engine, C++)
  - Distributed rendering between multiple computers, and calibrated projectors to create a video wall (Unreal nDisplay)
  - Wrote programs to integrate physical boat hardware with simulator (Python)
  - Designed simulation system and quick-restart procedures for CES exhibit
  - Attended CES as exhibitor: set up exhibit, presented simulator to attendees.

### **Southern Illinois University**

**Jun 2019 - Aug 2021**

#### **Student researcher**

- Developed a computer vision model to detect signs of Sudden Infant Death Syndrome (Python, Tensorflow, Keras)
- Deployed model on a Nvidia Jetson Nano

### **PROMYS Summer Program**

**Jun 2020 - Aug 2020**

#### **Student researcher**

- Created a Python model for determining and reducing racial segregation between school districts (Python)
- Published results: [How we used math to explore racial segregation in Pennsylvania public school districting - Storybench](#)

## **CLUBS**

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Illini Electric Vehicle Concept - Computer Vision Team	<b>Aug 2021 - Present</b>
UIUC ACM GNU/Linux SIG	<b>Aug 2022 - Present</b>

## **SKILLS**

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Proficient in Python (6+ years), C++ (5+ years), C# (4+ years), Java (2+ years), Javascript, Unreal Engine, Unity Engine, TensorFlow, Keras, Qiskit, Docker, Svelte

## **COURSES TAKEN**

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Data Structures and Algorithms	Computer Architecture
Deep Learning for Computer Vision	Algorithms & Models of Computation
Computer Systems Engineering	Probability & Statistics