

DEVIN SIMPSON

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EDUCATION

University of North Carolina Wilmington

Bachelor of Science, Computer Science –Systems Concentration, December 2014

Minor: Mathematics

Overall GPA: 3.691

Dean's List: Spring 2011 – Summer 2011, Fall 2012 – Fall 2014

Full time student from August 2010 – December 2014, including both summer sessions in 2011 and 2012

HONORS PROJECT

Age progression evaluation and human face representation – UNCW Institute for Interdisciplinary Studies in Identity Sciences (I²SIS) *January 2014 – Ongoing*

- Designed and implemented a 3D human face representation application utilizing the latest novel research by I²SIS.
 - Warp a template face mesh to a scanned subjects face by selecting a small number of key vertices within a dense point cloud through image registration and a reverse lookup procedure
 - Built with Python 2.7 with a QT interface to allow for platform independence
 - Render 3D meshes with OpenGL and provide a robust 2D face registration system supported by OpenGL
- Designed and implemented a python test script that evaluates the effectiveness of face aging algorithms and models at I²SIS Utilizing multiple 3rd party libraries such as numpy, scipy, for data computation and matplotlib to render the test results.
 - C++ based I²SIS source code (that was being tested) required numerous iterations to improve functionality as well as new functionality (written by me).
 - Published evaluation procedures and results at the International Joint Conference on Biometrics in October 2014

CLASS PROJECTS

Java Dungeons and Dragons character creation tool

August 2014 – December 2014

- Designed and implemented a program to produce valid Dungeons and Dragons 5th addition characters
 - Was Chief Requirements Engineer in a three member group designing and building the project

Unreal Engine 4 Computer Game project

August 2014 – November 2014

- Designed and Implemented a prototype level of a video game using the Unreal Engine 4 and C++ in a small group
 - Was responsible for most of the C++ programming in the project including game logic, enemy navigation, and animation triggers

3D Modeling Projects

January 2013 – May 2013

- Modeled, Textured, and Lit models of the Griffith Observatory and an early 20th century city street scene using Maya 2013 and Photoshop

COURSE WORK

- Completed 66 major credit hours in Computer Science with a Computer Science course GPA of 3.816 with notable courses including Scientific Computing, Operating Systems, Programming Languages, Data Structures, Computer Networks, Computer Graphics, Computer Gaming, and Software Engineering
- Completed 20 minor credit hours in Mathematics, with a minor GPA of 3.75 with notable courses including Statistics, Calculus I, Calculus II, Multivariate Calculus, Differential Equations, and Linear Algebra and Matrices

PROGRAMING LANGUAGES AND SKILLS

- Most familiar with the Python and Java programming languages as well as some familiarity with C++ and C and have had some exposure to HTML, PHP, CSS, R, Ruby, MATLAB, and lisp
- Experience using open source libraries such as OpenGL, OpenCV, matplotlib, numpy, scipy, and QT in a variety of IDE's

WORK EXPERIENCE

Television Apprentice

August 2009 – June 2010

New Hanover County Schools, Wilmington, NC

- Ran technical positions during television taping and live broadcast including cameras, video switching, graphics, and audio and edited news packages with a small team

VOLUNTEER WORK

UNCW Institute for Interdisciplinary Studies in Identity Sciences (I²SIS)

January 2013 – December 2013

- Designed and built a face image dataset used for age-progression evaluation under supervision from key lab members

REFERENCES

Dr. Eric Patterson

Associate Professor, Computer Science Department
University of North Carolina at Wilmington
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