# Devin Bowler

devinbowler@gmail.com
978-855-6514
LinkedIn | GitHub | Website

## EDUCATION

**Bachelors of Science in Computer Science** August 2023 - May 2025
*University of Massachusetts Amherst, Amherst, Massachusetts*
**Associate of Science in Computer Science** January 2022 - December 2023
*Mount Wachusett Community College, Gardner, Massachusetts*
**Cumulative GPA: 3.65**

## TECHNICAL SUMMARY

Proficient in Python, Java, & HTML, Experience in, C++, JavaScript (React), C# (Unity), and SQL

## EXPERIENCE

**Computer Science Tutor**
Academic Success Center at Mount Wachusett August 2022 - Present

- Worked with different types (different majors and paths) of students where I had to adapt my understanding to aid in non-familiar CS topics & learned new material to help in areas I am not proficient in, ex. data visualizations
- Created an in-person, remote, asynchronous environment for students to understand advanced course materials anywhere, at their own pace.

**Undergraduate Machine Learning Researcher**
UMASS Amherst CICS Department June 2023 - August 2023

- Specialized in novel view synthesis and video inpainting for an AR project, enhancing the speed and efficacy of obscured facial feature rendering from low-resolution video feeds.
- Contributed to improving real-time 3D holographic communications by streamlining the client-side rendering of high-definition images from compressed video data.

## SOFTWARE PROJECTS

*Web Development*
**Quantumix | Schedule & Task Manager**
Personal Project March 2023 - Present

- Used the MERN (MongoDB, Express, React, Node) stack to develop a task and schedule handling application for users to track their lives and share them.
- Designed a user-friendly interface that allows users to easily create, view, and manage their schedules, routines, and tasks, with features such as routine sharing, and communitive scheduling.

*Machine Learning*
**Animal Recognition Model**
Personal Project May 2022

- Using a premade dataset Animals10, trained a neural network on animal pictures to accurately predict and label unlabeled animal pictures at an accuracy of 82%.
- Developed skills in processing and filtering datasets, while using 2D convulsions and pooling to train the model and set weights.