ERIC SEALS

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Education

University of Kansas   Lawrence, KS
M.S. Computer Science, College of Engineering   *Aug 2020 - May 2022*
- Cumulative GPA: 3.63/4.00
- Advisor: Heechul Yun

University of Kansas   Lawrence, KS
B.S. Computer Science, College of Engineering   *Aug 2017 - May 2020*
- Cumulative GPA: 3.72/4.00

Experience

GARMIN   Olathe, KS
Software Engineer Intern   *Nov 2020 - May 2021*
- Developed new software in C/C++ for the Garmin Tread and other Automotive GPS devices
- Wrote production code to fix bugs, to polish the UX, and to increase general performance on Tread in anticipation for its launch
- Reworked several legacy pages related to satellite positioning which now run on thousands of updated devices

KU School of Engineering   Lawrence, KS
Graduate Teaching Assistant   *Aug 2020 - Present*
- Explained technical topics related to embedded systems and real time applications
- Designed the final project for the course having students utilize concepts on PWM, LIDAR, UART, and I2C with the DeepPiCar platform to build an autonomous RC car

KU ITTC   Lawrence, KS
Undergraduate Researcher   *Apr 2019 - May 2020*
- Designed and built the project Sharp Edges - research to study the performance gains realized with Mobile Edge Computing (servers on-the-edge vs on-device)

Projects

- **Sharp Edges:** App and Server to study the performance gains with Edge Computing, github.com/sharp-edges-android
  - Built a Client/Server system via an Android application in Kotlin and a server in Java -both implementing an Object Detection Model
  - Collected results by running and comparing the computationally demanding YOLOv3 Object Detection Model on the Android app vs the Java server vs a powerful cloud server

- **Quash "Quite a Shell":** Shell for the UNIX Operating System, github.com/Quash
  - Created features like pipes, main and background thread execution, signal handlers, and job status reports with C using POSIX libraries

- **AudioBud:** Audio Visualizer Chrome Extension, github.com/AudioBud-Chrome-Extension
  - Created an audio visualizer Chrome Extension with JavaScript using Canvas and WebAudio APIs
  - Implemented digital audio filters, user interactivity via an options menu, and the visualizer's interface

Skills

Languages: C++, C, Python, Haskell, Latex   **Tools & Technologies**: Linux, Git, CUDA, OOP, Tmux, Vim, UnrealEngine