Erik Watterson

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github.com/watterse/Portfolio

664 Lasalle St. Apt #2
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TECHNOLOGY SKILLS

Design and Communication: Persona Design, Low Fidelity Prototyping, Technical Writing, Public Speaking, Project Leadership, MS Excel, MS Office.

Programming: Python, C/C++, VBA:Excel, LaTeX, Jenkins, Unix, Unity, Vizard.

EDUCATION

Degree in Progress: BS in Computer Science with an Applied Option in Human Factors Engineering and a Minor in Psychology.

Oregon State University, Corvallis, Oregon, expected September 2018.

GPA: 3.33

Related Classes: Introduction to Usability Engineering, Inclusive Design With Personas, Information Visualization, Behavior Modification, Cognitive Psychology, Software Engineering I & II, Mobile & Cloud Development.

MECOP INC. INTERNSHIPS

Software Testing Intern   **June 2017 - December 2017**

Daimler Trucks North America, Portland, Oregon

- Became familiar with FEA models and the in-house Python based program DAASS, which is used to test virtual representations of Daimlers products.
- Researched, designed, prototyped, documented, presented, and implemented a Python based testing suite solution for current and future FEA projects.
- Established and maintained a Jenkins Continuous Integration server which is used to automate the Python based testing suite.

Software Developer Intern   **April 2016 - September 2016**

Intel Corporation, Hillsboro, Oregon

- Maintained and updated an in-house VBA:Excel automation tool used by the CAD Librarians.
- Researched, conceptualized, designed, documented, and presented a refactored version of the in-house automation tool to increase usability, portability, maintainability, and scalability.
- Worked with CAD Librarians to learn how to constructed PCB board symbols.

EXPERIENCES

Teaching Assistant   **September 2013 - April 2018**

EECS Department, Oregon State University

- Mentored students in Python in Computer Science Orientation, C++ in Introduction to Computer Science II, and C in Operating Systems I.
- Engaged in continual collaboration with multiple professors, instructors, and co-workers to brainstorm for improvements to learning objectives and information delivery.
- Facilitated in-class lab assignments, and graded the students homework assignments through interactive demonstrations.

Research Assistant   **June 2014 - January 2016**

Cognition and Action in Real and Virtual Environments Lab, Oregon State University

- Became familiarized with the Python based Virtual Reality Software Toolkit and Vizard in order to construct Psychology lab tests.
- Developed, implemented, and tested object visualizations for test participants and usability features for research assistants in two different psychology studies.