Erik Watterson

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Skills:

Design and Communication: Persona Design, Low Fidelity UI Prototyping, Technical Writing, Public Speaking.

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

Education:

Oregon State University

September 2013 - September 2018

Degree in Progress: BS in Computer Science with an Applied Option in Human Factors

Engineering

GPA: 3.31

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

MECOP Inc. Internship Roles:

Software Developer Intern

April 2016 - September 2016

Intel, Hillsboro, Oregon

- Researched, designed, prototyped, documented, and presented a refactored version of the in-house automation tool to increase usability, portability, maintainability, and scalability.
- Maintained and updated an in-house automation software tool used by the CAD Librarians.
- Job shadowed CAD Librarians and participated in their job-related tasks.

Software Testing Intern

June 2017 - December 2017

Daimler Trucks North America, Portland, Oregon

- Learned about FEA models and the in-house program DAASS that is used to stress test virtual representations of Daimler's 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.

Experience:

Research Assistant

June 2014 - January 2016

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

- Developed, implemented, and tested object visualizations for test participants and usability features for research assistants in two different psychology studies.
- Became familiarized with Vizard Virtual Reality Software Toolkit and virtual reality hardware.