Erik Watterson

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github.com/watterse/Portfolio

TECHNOLOGY SKILLS

Design and Communication: Inclusive Design, Persona Design, Adobe Dx Prototyping, Microsoft Visio, Microsoft Excel, Microsoft Office.

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

EDUCATION

Degree: **September 2013 - September 2018**
Bachelors of Science in Computer Science,
with an Applied Option in Human Factors Engineering and a Minor in Psychology.
Oregon State University, Corvallis, Oregon.

Senior Capstone **July 2016 - June 2017**
Meditation In Virtual Reality
Sponsored by Intel Corporation

- By leveraging the power of virtual reality, an Intel stakeholder and I created a solution to help reduce pain in medical patients.
- Collected a team and lead the Development on two distinct meditative experiences that were user tested by a University of Washington masters capstone team.
- Development was completed using the language C# within the Unity game development engine.

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

EXPERIENCES

Quality Insights Intern **June 2018 - Current**
Hewlett-Packard Corporation

- Updated the teams existing user testing methodology to reduce bias as a confounding variable from both the test creation and testing processes.
- Instead of forcing users into action with a series of instructions, I provided the team a User Story based structure to prompt users to test in development products.
- Designed a user interface for the testers to use that abstracts access to the development teams testing framework and results database.

Teaching Assistant **September 2014 - April 2018**
Oregon State University

- Mentored first year computer science college students in learning how to program with Python and C/C++ for their introductory classes.
- Mentored Third year computer science college students on how to interact with a Unix operating system using the C language.
- Facilitated in-class lab assignments, and graded the student's homework assignments through interactive demonstrations.

Software Testing Intern **June 2017 - December 2017**
Daimler Trucks North America

- Tasked with researching how to construct an automated software testing suite to regression test a plugin made for a Finite Element Analysis (FEA) tool.
- Developed a method of constructing software tests within the confines of the FEA tool using the Python's Unittest software testing module.
- Implemented a Jenkins continual integration server on Daimler Truck's local network to automate the software testing and to provide a way to visualize the testing results.

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

- Maintained and updated a CAD automation tool that reduced hours from the process of creating pad-stacks for printed circuit board designs.
- The automation tool was constructed in Excel and programmed using VBA:Excel, Batch scripting, and the CAD program's command line arguments.
- Re-envisioned, designed, and proposed a web based version of the automation tool so that the interface was easier to use and the code complexity could better scale with a JavaScript framework.

Research Assistant **June 2014 - January 2016**
Cognition and Action in Real and Virtual Environments Lab
Oregon State University

- Developed for two different Cognitive Psychology lab tests that tested whether Fitts's Law of human movement held true in virtual environments.
- Leveraged the Python based Virtual Reality Software Toolkit Vizard to construct the Cognitive Psychology lab tests.