Eric Wadkins

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Education

Massachusetts Institute of Technology (MIT) – GPA: 4.6 — **Cambridge, MA**
Candidate for Bachelor of Science in Computer Science and Engineering — June 2018

Skills

Programming: Java, C++, JavaScript, Node.js, Python HTML, CSS, MATLAB, Arduino, Android, GLSL
Libraries/Other: TensorFlow, OpenCV, OpenGL, MongoDB, ANTLR, jQuery, Durandal, Bootstrap, REST, SOAP, XML, Express, Linux, Git, Eclipse
Experience researching, designing, and experimenting with neural network models, classifiers, and AI systems. Experience designing, implementing, testing, and maintaining general applications, web applications, and libraries, as well as conducting the research required to do so.

Experience

Google — **Los Angeles, CA**
Software Engineering Intern — Summer 2017
As an intern at Google's Venice office, my work included the design and development of an automated tool for the internal infrastructure of YouTube.

Quantum Photonics Lab, Research Laboratory of Electronics (RLE) — **Cambridge, MA**
Undergraduate Researcher — Feb. 2017 - Present
My research for the Quantum Photonics Laboratory includes developing machine learning and computer vision-enabled algorithms to automate processes in the lab, such as detection and examination of auxiliary information near nitrogen-vacancy centers in diamond.

InfoLab, Computer Science and Artificial Intelligence Laboratory (CSAIL) — **Cambridge, MA**
Undergraduate Researcher — Sept. - Dec. 2016
The InfoLab Group conducts research on AI, computer vision, natural language processing, and multimedia information access. My research included a system to determine homographic scenes based on physical properties of objects, and the ability to query these scenes using natural language.

Diameter Health — **Newton, MA**
Software Engineering Intern — June 2015 – Feb. 2017
Designed and developed full-stack applications using proprietary algorithms to analyze and reveal insights in data useful for healthcare organizations and clinicians. I was heavily involved in the design, implementation, and testing of software, as well as the tailoring of applications to individual clients.

- Designed, implemented, and tested an advanced free-text medication sig parser which uses natural language processing techniques such as tokenization and POS tagging.
- Developed a full-stack application for Partners Healthcare as part of a research study, funded by the National Institutes of Health, to determine whether automated predictive tools improve a clinician's ability to assess the risk of Chronic Kidney Disease in patients with early kidney disease.
- Created many other tools and applications to analyze healthcare organizations and their data, as well as automate services for clinicians and hospital administrators.

Projects

Request, *Java Library*
A library used for sending HTTP and HTTPS requests with many data management functions.

OpenGL Game Engine, *C++/OpenGL Project*
A custom game engine created in C++ using OpenGL.

Ray Casting Simulation, *C++/OpenCV Project*
An AI capable of ray casting, spatial mapping, Bayesian filtering, and pathfinding.

To learn more about me and some of my other projects, visit: http://ericwadkins.com

Activities

HackMIT, MIT Battlecode Competition, MIT First Generation Program