# Eric Wadkins

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| **Education** | **Massachusetts Institute of Technology (MIT)** | **Cambridge, MA** |
| | Candidate for Bachelor of Science in Computer Science and Engineering | June 2018 |
| | Current GPA: 4.4 | |
| | **Winthrop High School:** GPA: 4.6 | **Winthrop, MA** |

**Skills**

**Programming:** C++, Java, JavaScript, HTML, CSS, Python, Node.js, Android, Linux, MATLAB, GLSL
**Libraries:** OpenCV, OpenGL, NumPy, jQuery, Angular.js/Durandal, Bootstrap, jqPlot, Kendo UI, Express, npm
**Databases:** MongoDB
**Collaboration/Other:** Git, Trello, Gradle, Eclipse
Experience designing, implementing, testing, and maintaining general applications, web applications, and libraries, as well as conducting the research required to do so.

**Experience**

**Diameter Health** — Newton, MA
*Software Engineering Intern* — June 2015 - Present
As an intern at Diameter Health, I develop applications and work with proprietary algorithms that analyze data to reveal insights useful for healthcare organizations and clinicians.
- Created a free-text medication sig parser using Natural Language Processing (NLP) techniques.
- Developed a web application for a major healthcare organization as part of a research study that automatically assesses the risk of Chronic Kidney Disease.
- Worked as part of a team developing a single page web application for analyzing the quality of Continuity of Care Documents (CCDs) for healthcare organizations.
- Integrated feedback on applications tailored to the needs of individual organizations.
- Provided one-on-one technical assistance through calls and in-person meetings with clients.

**Winthrop Youth Soccer** — Winthrop, MA
*Webmaster and CORI Coordinator Assistant* — 2011-2014
- Updated and maintained the organization's website, as well as helping to perform CORI background checks

**Projects**

**Request,** *Java Library*
A library used for sending HTTP and HTTPS requests with many data management functions designed to make sending requests and parsing the response as easy as possible.

**OpenGL Game Engine,** *C++/OpenGL Project*
A custom game engine created in C++ using OpenGL. This includes support for dynamic lighting, algorithms to generate terrain, and an object rendering system for static and dynamic objects.

**Ray Casting Simulation,** *C++/OpenCV Project*
An AI simulation using Ray Casting, Spatial Mapping, Bayesian Filtering, and Pathfinding to perform tasks such as estimating its location on a map and navigating towards a goal through an unknown maze in real time.

*For more projects, visit* http://www.ericwadkins.com

**Activities**

**MIT First Generation Program**
**Massachusetts Institute Technology Robotics Club**
**HackMIT**
**MIT Battlecode Competition**