

# Eric Wadkins

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<b>Education</b>	<b>Massachusetts Institute of Technology (MIT)</b> Candidate for Bachelor of Science in Computer Science and Engineering Current GPA: 4.4	<b>Cambridge, MA</b> June 2018
	<b>Winthrop High School:</b> GPA: 4.6	<b>Winthrop, MA</b>
<b>Skills</b>	<b>Programming:</b> C++, Java, Python, JavaScript, HTML, CSS, Android, GLSL <b>Full-Stack Solutions:</b> Node.js, MongoDB, Express, Angular and Durandal <b>Libraries:</b> OpenCV, OpenGL, NumPy, jqPlot, Kendo <ul style="list-style-type: none"><li>• Experience developing, updating and maintaining applications and websites, and conducting the research required to do so.</li><li>• Team collaboration through Git and Trello.</li></ul>	
<b>Experience</b>	<b>Diameter Health</b> <i>Software Engineering Intern</i>	<b>Newton, MA</b> 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. <ul style="list-style-type: none"><li>• Created a free-text medication sig parser using Natural Language Processing (NLP) techniques.</li><li>• Developed a web application for a major healthcare organization as part of a research study that automatically assesses the risk of Chronic Kidney Disease.</li><li>• 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.</li><li>• Integrated feedback on applications tailored to the needs of individual organizations.</li><li>• Provided one-on-one technical assistance through calls and in-person meetings with clients.</li></ul>	
	<b>Winthrop Youth Soccer</b> <i>Webmaster and CORI Coordinator Assistant</i>	<b>Winthrop, MA</b> 2011-2014
<b>Projects</b>	<b>Request, Java Library</b> 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.	
	<b>OpenGL Game Engine, C++/OpenGL Project</b> 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.	
	<b>Ray Casting Simulation, C++/OpenCV Project</b> An AI which simulates a robot that uses 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.	
	<i>For more projects, visit</i> <a href="http://www.ericwadkins.com">http://www.ericwadkins.com</a>	
<b>Activities</b>	<b>MIT First Generation Program</b> <b>Massachusetts Institute Technology Robotics Club</b> <b>HackMIT</b> <b>MIT Battlecode Competition</b>	