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, Python, JavaScript, HTML, CSS, MATLAB, Android, GLSL
Full-Stack Solutions: Node.js, MongoDB, Express, Angular and Durandal
Libraries: OpenCV, OpenGL, NumPy, jqPlot, Kendo
- Experience developing, updating and maintaining applications and websites, and conducting the research required to do so.
- Team collaboration through Git and Trello.

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 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.

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

Activities

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