

Eric Wadkins

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Education	Massachusetts Institute of Technology (MIT) Candidate for Bachelor of Science in Computer Science and Engineering Current GPA: 4.4	Cambridge, MA June 2018
	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, ANTLR, 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 <i>Software Engineering Intern</i> 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">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.	Newton, MA June 2015 - Present
	Winthrop Youth Soccer <i>Webmaster and CORI Coordinator Assistant</i> <ul style="list-style-type: none">Updated and maintained the organization's website, as well as helping to perform CORI background checks	Winthrop, MA 2011-2014
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.	
	<i>For more projects, visit</i> http://www.ericwadkins.com	
Activities	MIT First Generation Program Massachusetts Institute Technology Robotics Club HackMIT MIT Battlecode Competition	