

Gerard R. Bentley

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Education

Pomona College

COMPUTER SCIENCE MAJOR

Claremont, CA

September 2015 - May 2019

Experience

Pomona College

POST-BACC RESEARCH ASSISTANT

Claremont, CA

May 2019 - April 2020

- Co-authored first paper for 'Formal Analysis of Interactive Media' research lab on creating a dataset of labelled videogame screen-shots
- Developed web-based system with Flask, Postgres, and Docker for tagging videogame images with semantic affordance information
- Collaborate with professor and supervise eight undergraduate students to explore topics in computer vision, procedural content generation, and AI gameplaying agents

Pomona College

HEAD TEACHING ASSISTANT / MENTOR

Claremont, CA

Jan 2017 - May 2019 (Semesters)

- Hosted weekly mentor sessions for 15+ students to answer questions and clarify concepts.
- Communicated with professors to grade students' work and promote learning in and out of class.
- As Head TA organized grading and mentor sessions for fellow 10 TA's.
- Courses: Intro to Languages and Theory, Algorithms, Computability & Logic, Fundamentals of Computer Science.

Revenue Management Systems

SOFTWARE DEVELOPER INTERN

Seattle, WA

May 2018 - August 2018

- Re-implemented and improved a database status monitoring service. Re-implemented server and mobile apps.
- Developed a REST API and server in ASP .NET Core to replace existing SOAP service in .NET Framework.
- Improved the security and expandability of the web service through JWT authentication and microservice architecture.
- Developed mobile apps for iOS in Objective-C and Android in Java to interface with the server to replace existing legacy apps.
- Improved user experience and security with additions of native navigation, data filters, and data sorting and removal of local password storage and cleartext password transmission.

BarBud

FREELANCE SOFTWARE DEVELOPER

Minneapolis, MN (Remote)

June 2018

- Implemented a feature to email users a report of their daily sales in React frontend and Node backend.

Hotchkiss Summer Portals

TEACHING FELLOW: SOFTWARE ENGINEERING

Lakeville, CT

May 2016 - July 2016

- Introduced 15 students ranging from 12 to 17 years old to the concepts of software engineering and development through simple iOS examples in Swift.
- Guided each student through the full development process of ideation, design, execution, and presentation of a project of their own over the program.

Publications

- G. Bentley and J. C. Osborn. "The Videogame Affordances Corpus." In Workshop on Experimental AI in Games, 2019.

Skills

Languages: Most comfortable in Python; Experience with Javascript/HTML/CSS - Java - C# - Objective-C - SQL

Technologies: PyTorch - Flask - OpenCV - GitLab CI/CD - Docker - Unix