



John Smith

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EDUCATION

Brown University | Providence, RI | Computer Science | 2014 - 2019

Rhode Island School of Design | Providence, RI | Industrial Design | GPA - 3.83 | 2014 - 2019

EXPERIENCE

Microsoft, Garage | Software Development Intern

Cambridge, MA | summer 2017

Developed a mobile application using the Xamarin toolkit in C#. Used the MVVM application architecture for cross platform code reuse. Wrote a serverless API in NodeJS for database management and media delivery. Helped design and implement front-end designs for the application.

Brown University Serre Lab | Research Assistant for Thomas Serre

Providence, RI | fall 2016 - spring 2017

Test novel deep learning algorithms for computer vision. Created synthetic datasets to train said algorithms. Wrote python scripts to algorithmically generate 3D models and render them photorealistically. Set up high volume image rendering pipeline on networked GPU clusters.

Loft LLC Design Firm | Design Intern

Providence, RI | summer 2015

Designed brand identities, products, packaging, and user interfaces. Prototyped digitally and physically with CAD software, 3D and 2D rendering techniques, and physical model-making.

RELEVANT COURSES AND PROJECTS

Computational Vision

Providence, RI | fall 2016

Modelled different stages and processes of the human visual system in matlab. Explore both traditional computer vision practices, and contemporary deep learning strategies such as convolutional neural networks.

An Aleph

Argentina | winter 2016

An aleph is a personal electronic device art piece that displays randomly generated sentences on a small OLED screen. To make this I designed and implemented a generative grammar program for a microprocessor system that has only 2KB of RAM.

Hack@Brown

Providence, RI | winter 2016

Designed and implemented an app in the Processing Java environment that allowed anyone to create expressive art without the need for fine motor control. This app used the Leap Motion Controller and hand/finger tracking.

SKILLS

Technical

Java | C# | Python | Matlab | Tensorflow | Deep Learning | Processing | HTML | CSS | JavaScript | JQuery
NodeJS | Physical Computing | Arduino | Xamarin App Development | Serverless Functions and API design
Front-End Development | MVVM architecture

Creative

Photoshop | Illustrator | InDesign | Solidworks | Rhino3D | Blender | Keyshot | Premiere Pro | Model Making
Rapid Prototyping | UI/UX | Product Rendering | 3D Printing | Laser cutting | Woodworking | Metalworking
Sewing | Manual Machining | Glassblowing | Spanish