

# Gregory Young

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## EDUCATION

**University of Michigan** | BSE Computer Science, Art & Design Minor

Ann Arbor, MI | 2020

Relevant Courses: Data Structures & Algorithms, Computer Organization

GPA: 3.3

## SKILLS

**Programming Languages** | C, C++, Swift, JavaScript, Python, Java, C#, Objective-C, Go

**Software** | Xcode, JetBrains IDEs, Visual Studio, Git, macOS, GNU/Linux, Windows

**Other** | Technical Communication, Photography, Lighting Design

## EXPERIENCE

**24G** | Software Developer

Detroit, MI | May - Aug 2018

- Full stack engineer at digital experience agency, developing experiences for clients like Google and Volkswagen
- Interfaced physical devices such as lights and other peripherals with digital frontends
- Developed virtual and mixed reality experiences for dedicated hardware, and augmented reality for mobile
- Engineered several multi-platform systems and frameworks, to be used with a variety of projects

**Slick Design** | Web Developer

Detroit, MI | 2014 – 2018

- Developed websites for individuals, small businesses and non-profits in the greater Detroit area

## PROJECTS

**Chess AI** | Personal | Software Engineer

Winter 2018

- Developed a computer chess player in Swift, along with an iOS front end to allow a human to play against it

**Google Next The Suite Life** | 24G | Software Engineer

Summer 2018

- Digital experience to demonstrate usage of G Suite in the workplace, displayed at Google Next 2018
- Developed a backend to control hundreds of RGB lights and keep them synced with many devices

**Facial Recognition API** | 24G | Software Engineer

Summer 2018

- Developed REST API to input an image containing a face and return a name based on a machine learning model

**Lighting API** | 24G | Software Engineer

Summer 2018

- Developed high level framework to interface with DMX controlled lights from any system

**Augmented Reality Room Scheduler** | 24G | Software Engineer

Summer 2018

- Developed iOS AR app to detect conference rooms with a device's camera and display availability in AR space

**Augmented Reality Ping Pong** | 24G | Software Engineer

Summer 2018

- Developed Multiuser iOS AR ping pong simulation (similar to Atari Pong)

**Bluetooth Network Stack** | 24G | Software Engineer

Summer 2018

- Developed cross-platform network stack to easily communicate over 802.15.1 using GATT profile

**Droppo Bottle** | Univ. of Michigan | Software & Hardware Engineer

Fall 2017

- Engineered a prototype of a water bottle which tracks a user's water consumption

**You in Space** | High School | Software Engineer

2016 – 2017

- Lead development of a 2.5D platformer video game using the Unity engine and C# with other students

**DIYDIY** | High School | Developer

2016 – 2017

- Lead development of a website allowing for users to submit and browse instructional articles with other students

**Unlimited Launcher** | Personal | Software Engineer

2014 – 2015

- Developed a launcher for a free to play online game with an intuitive interface and advanced functionality