Gregory Young

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EDUCATION

University of Michigan | BSE Computer Science, Art & Design Minor   Ann Arbor, MI | 2020
Relevant Courses: Programming & Data Structures, Data Structures & Algorithms   GPA: 3.2
Oakland University | Guest Student   Rochester, MI | 2014 — 2015
Relevant Courses: Object Oriented Computing II, Intro to C and Unix Programming   GPA: 4.0

SKILLS

Programming Languages | C, C++, Swift, JavaScript, Python, Go, Java, C#, Objective-C
Software | Xcode, JetBrains IDEs, Visual Studio, Git, macOS, GNU/Linux, Windows
Other | Technical Communication, Photography, Lighting Design

EXPERIENCE

24G | Software Developer   Troy, MI | May - Aug 2018
- Full-stack engineer at digital experience agency   - Application interfaces include physical objects
- Developed for mobile, web and SoC   - Augmented and mixed reality development
- Web API design   - Utilized services like AWS and GCP

Slick Design | Web Developer   Rochester, MI | 2014 — Present
- Founded web dev startup serving local small businesses   - Managed independently

PROJECTS

Google Next The Suite Life | 24G | Software Engineer   June 2018
- Digital experience to demo usage of G Suite in the workplace, displayed at Google Next 18
- Developed a backend to control hundreds of RGB lights and keep them synced with many devices

Facial Recognition API | 24G | Software Engineer   May 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   May — Aug 2018
- Developed high level framework to interface with DMX controlled lights from any system

Augmented Reality Room Scheduler | 24G | Software Engineer   Jun — Jul 2018
- iOS AR Experience to detect conference rooms with a device's camera and display availability in AR space

Augmented Reality Ping Pong | 24G | Software Engineer   Jun — Jul 2018
- Multiuser AR ping pong simulation (similar to Atari Pong)

Bluetooth Network Stack | 24G | Software Engineer   Aug 2018
- Developed cross-platform network stack to easily communicate over 802.15.1 using GATT profile

Droppo Bottle | Univ. of Michigan | Lead Software & Hardware Engineer   Sep — Dec 2017
- Engineered working prototype of a water bottle with embedded system in lid

You in Space | High School | Co-Lead Software Engineer   2016 – 2017
- Developed "2.5D" platformer video game alongside six other students

DIYDIY | High School | Lead Developer   2016 – 2017
- Designed and developed do-it yourself-article based website with >1000 users

Unlimited Launcher | Personal | Co-Developer   2014 — 2015
- Created a launcher for a client of an FTP online game with advanced features and user friendly experience