

Gregory Young

✉ gregoryyoung2@me.com ☎ (248) 212-9606 🏠 555 E William St, Apt 6C, Ann Arbor, MI
🌐 gregoryyou.ng 📄 /in/gregoryyoung- 📺 /gregoryyoung2

EDUCATION

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

Ann Arbor, MI | 2020

Relevant Courses: Programming & Data Structures, 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