

===== HENRY DUHAIME =====

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Links:
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EDUCATION:

UNIVERSITY OF MICHIGAN | Ann Arbor, MI

Major:

BSE in Computer Science

Completion Date: GPA:

04 / 2018 3.84 / 4.00

Accolades:

Dean's List (x6) University Honors (x3)

INVOLVEMENT:

Clubs:

Alternate Reality Initiative (Co-Founder)

Arbor eSports (Director)

SEDS@UM (VR Consultant)

Code M (Former President)

WolverineSoft (Member)

EXPERIENCE:

SOFTWARE DEVELOPER | SpellBound ----- Ann Arbor, MI | Jun '16 Present

- Design and implement augmented reality experiences for use in pediatric hospitals (Dec. '17: 3 experiences deployed in 10 hospitals)

- Prototype new platform mechanics, one of which is under review for a utility patent

- Conduct usability research with patients and child life specialists

FILM TECHNOLOGY INTERN | Universal Pictures ----- Los Angeles, CA | Jun '17 Aug '17

- Developed frontend applications to interface internal storage APIs

- Vetted 3D capture and visualization technology for use in film production

- Documented and tested contracted software from vendors

COMMUNICATIONS RESEARCHER | University of Michigan ----- Ann Arbor, MI | Sept '14 Apr '15

- Simulated radio signal strength to estimate the audiences of historic programs

- Created visuals to present research findings in my advisor's publication (Vaillant, Across the Waves)

SKILLS:

Languages:

C/C++

HTML/CSS

JavaScript

Software:

Unity (C#)

Unreal Engine 4

Adobe Illustrator

AR/VR:

Oculus Rift

Vuforia

Cardboard

TOPICS:

- AR/VR development and video game design

- Multi-threading and synchronization

- Computer vision and natural language processing

- Web systems and security

thank you