

EMPLOYMENT

Robotics Software Engineer	ThorDrive	July 2022 – March 2023
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- LiDAR Sensor Grabber
 - Reduced computation load by 60% after profiling software module with Valgrind Callgrind and eliminating recurring memory allocations with RAII
 - Improved data latency by 3 milliseconds by refactoring code to use ROS zero-copy transfer
 - Rewrote networking code to utilize Boost.ASIO to make code robust and maintainable
- Flight Trajectory Prediction
 - Developed real-time airplane trajectory prediction module to assist with autonomous vehicle navigation
 - Implemented motion model to reliably predict short-term airplane movements
- Sensor Calibration
 - Adapted open-source calibration software into robot production to save days of manual labor

Software Engineer Intern	ThorDrive	May 2021 – Dec. 2021
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- Vehicle Control & Diagnostic GUI
 - Developed Python GUI application for vehicles to improve user experience/efficiency
 - Integrated with ROS to send vehicle commands, report diagnostics (GPS fix, battery health, etc.), log data
- Flight Data Grabber
 - Created module to capture and process real-time flight data to aid vehicle perception

DevOps/TestOps Intern	Siemens Healthineers	May 2020 – Aug. 2020
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- Server Usage Dashboard
 - Built web dashboard to report statistics on MS Azure build server utilization
 - Reports were used to make decision on \$500,000 purchase of server equipment
- Chosen for Intern Spotlight of the Week

Teaching Assistant	Engineering Dept. Ohio State	Aug. 2019 – Dec. 2019
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- Taught advanced programming section of Honors Fundamentals of Engineering course
 - Topics: technical writing, eng. design process, eng. ethics, C/C++, MATLAB

EDUCATION

Columbus, OH	Ohio State University	Aug. 2018 – May 2022
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- B.S. in Computer Science & Engineering, May 2022, GPA: 3.9
 - Coursework: Algorithms; Operating Systems; Databases; Networking; Neural Networks; Computer Vision; Speech and Language Processing; Advanced Artificial Intelligence

TECHNICAL EXPERIENCE

Projects

- **hunterfiggs.com** Personal website to showcase projects. JavaScript, CSS, HTML
- **Detect Digit** (Present) A handwritten digit detector, using computer vision and machine learning techniques.
 - Implemented FastAPI Python server to handle detection requests; Trained KNN model on MNIST dataset
 - Created CI/CD pipeline to run unit/integration tests, build Docker image, and deploy to GCP Cloud Run
- **NES Zelda Clone** (Autumn 2020). Collaborative school project to recreate classic video game. C#.NET
 - Implemented A* enemy search, collision detection, and ray-casting lighting system
- **HackOHI/O Hackathon** (2019). 24-hour, top-down shooter in the browser. JavaScript, p5.js, HTML
- **Robotics Competition** (Spring 2019). Collaborative school project to design robot to navigate course and complete objectives. Implemented PID control system. Placed top 16 out of 100 teams. C++, SolidWorks

LANGUAGES AND TECHNOLOGIES

- C++; Python; C#.NET; Java, JavaScript/HTML/CSS; PowerShell; SQL
- Docker; GCP; Boost; ROS; CMake; Visual Studio; Valgrind Callgrind; Kivy; SolidWorks