HUNTER FIGGS

figgs.3@osu.edu — (513) 545-6775
Cincinnati/Columbus, OH

OBJECTIVE

Highly motivated, **passionate learner** seeking a computer science & engineering internship for Spring/Summer 2021 where I can apply academic knowledge to real-world applications.

EDUCATION

The Ohio State University, Columbus, Ohio   Expected Graduation: May 2022
Computer Science & Engineering   **GPA: 3.97**

TECHNICAL SKILLS

Languages: C#, Java, JavaScript, C, C++, MATLAB
Tools: MSTest, JUnit, Git, SVN, Linux, Visual Studio, UE4, SolidWorks
Actively Learning: C#, MonoGame, JavaScript

WORK EXPERIENCE

Siemens Healthineers

DevOps/TestOps Software Intern   **May – August 2020**

- Designed and implemented a web dashboard to visualize build/test server usage to help with optimization and to inform hardware purchases
- Helped shape and implement an Assert/Logger class for use across the Ultrasound testing pipeline to produce objective evidence test logs
- Chosen for Intern Spotlight of the Week

Engineering Education Department, Ohio State

Teaching Assistant   **August – December 2019**

- Advanced programming section of Honors Fundamentals of Engineering
- Assisted students in developing engineering skills in class, including technical writing, the engineering design process, engineering ethics, C/C++, and MATLAB

PROJECT EXPERIENCE

NES Zelda Clone, CSE 3902, Currently Enrolled

- Team-based 2D video game development using C# and MonoGame
- Utilizing Agile/Scrum framework to produce high quality, maintainable codebase
- Fostering professional software development skills – project management, use of design patterns, team intercommunication

HackOHI/O Hackathon, November 2019

- Utilized p5.js JavaScript library to build top-down shooter game with three teammates
- Implemented a file-based, modular level system and scalable enemy difficulties

Robotics Competition, Honors Engineering Program, Spring 2019

- Designed, implemented, and tested a fully-autonomous robot to navigate/perform tasks
- Implemented PID system to correct for movement errors in real time
- Acquired skills in project management, documentation, and oral presentation

Ohio SkillsUSA Video Game Design Competition, Spring 2018

- Utilized Unreal Engine 4 and C++ to create a video game for state competition
- Created basic AI for non-player enemies to navigate around obstacles and locate player