Harrison Linowes
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EDUCATION

University of Maryland, College Park   Expected May 2019
B.S. Computer Science, specialization in data science

Thomas S. Wootton High School   Graduated May 2015

SKILLS

- Python, Ruby, Java, C++, C#, C, Assembly, OCaml
- JavaScript, HTML, CSS
- UNIX/LINUX OS

- Git, Perforce, Jira
- Blender, Unity 3D
- Matlab

- Understanding of fundamental Computer Vision techniques such as edge detection and epipolar geometry
- Familiar with data science lifecycle steps such as data collection and analysis
- Understanding of basic machine learning principals and algorithms including linear regression and gradient decent

VENTURES

Glenhills Virtual Reality Studios   Current
Founder

- VR marketing company which specializes in creating virtual experiences used to enhance the brand of companies and organizations. Glenhills also utilizes VR to help simplify complex data through data visualization. Glenhills VR Studios is a member of Startup Shell, a startup incubator program at the University of Maryland.

NOTIBLE PROJECTS

Data Science Tutorial   2017
Created a tutorial covering data science techniques such as data collection, processing, analysis, and visualization, as well as machine learning and hypothesis testing. The tutorial is written in python and uses various libraries on the numpy stack

EOC Training Simulation   2016
Through using Unity 3D, C# and the Photon library, created a virtual training simulation for Emergency Operation Centers. The application uses networking, connecting users in virtual environments allowing them to train for disaster preparedness

Raytracer   2016
Using C++and the libfreeimage library developed a ray tracer to generate images and realistically replicate reflections and lighting of a 3D scene

RELEVANT EXPERIENCE

Vectorworks Inc.   Summer 2017
Software Engineer Intern

- Maintained Vectorworks code base written in C++, added features to set application performance settings using C++ and OpenGL, and created locomotion controls for export to WebView feature using JavaScript and three.js

NIH, DIMRC   Summer 2016
Software Developer Intern

- Used C# and object-oriented programming techniques in conjunction with Unity 3D to develop training simulations

VisiSonics   Summer 2016
Software Developer Intern

- Used C++ and the JUCE library to assist in developing platforms to integrate 3D audio into video and virtual reality

API Source   Summer 2014
IT Assistant

- Redesigned and maintained ecommerce website for clients and helped managed inventory

RESEARCH

Eyes and Ears of Autism (autismvr.umd.edu)   2016 – Present

- Attempting to bridge the divide between typically developing(TD) cultures and the culture of people diagnosed with Autism Spectrum Disorder(ASD) through the use of virtual reality.

HONORS & ACTIVITIES

- Member of UMD Startup Shell   2015-Present
- President of UMD VR Club   2015-Present
- Member of Delta Sigma Phi Fraternity   2015-Present