

# Harrison Linowes

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## EDUCATION

**University of Maryland, College Park**

Expected May 2019

*B.S. Computer Science*

**Thomas S. Wootton High School**

Graduated May 2015

## SKILLS

- Proficient at utilizing object oriented programming, abstraction, recursion, encapsulation, inheritance, polymorphism, disguising, and design patterns in the Java and C# programming languages
- Skilled at writing procedural programs involving input and output, looping, file IO, classes, and string manipulation in the Java and C# programming languages
- Familiar with using C programming language and CLI to design, create, and test applications
- Knowledge of computer systems including threads and processes
- Proficient in utilizing Unity Game Engine for virtual and augmented reality development
- Knowledgeable in using Blender 3D computer graphics software to create 3D models
- Familiar in setting up small Cisco Networks
- Experienced in using the UNIX/LINUX OS

## 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

**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 in order to connect users into an environment where they can practice and train for Disaster preparedness*

**3D Model of Art Museum**

2015

*Using Unity and C#, created a virtual reality tour of a 3D modelled art museum interior which was created using Blender.*

**Tic Tac Toe Game**

2014

*Through scripting in Java using various techniques such as inheritance, threading, and object oriented programming, created a game of tic tac toe with a GUI component. Programmed the game using Java's networking API to allow two opponents to play each other on two different computers.*

## RELEVANT EXPERIENCE

**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

## WORK EXPERIENCE

**Camp JCC, Rockville, MD**

Summer 2015

*Swim Instructor and Counselor*

## HONORS & ACTIVITIES

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