

VAHN KESSLER

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EDUCATION

Wesleyan University, Middletown, CT

September 2021 – May 2025

Bachelor of Arts, GPA: 3.72

- **Majors:** Computer Science, Mathematics, Music
- **Relevant Coursework:** High Performance Scientific Computing, Computer Networks, Design of Programming Languages, Game Design and Development, Data Visualization, Discrete Math, Multivariable Calculus, Linear Algebra, 20th Century Composition Techniques, Seminar: Music, Politics and Culture

The Juilliard School, New York, NY

September 2028 – May 2021

Pre-College, GPA: A

- **Major:** Classical Guitar
- **Relevant Coursework:** Solo Guitar Performance, Ensemble Guitar Performance, Chamber Performance, Ear Training, Theory, Counterpoint, Sound Systems and Psychoacoustics

EXPERIENCE

Researcher, **Programming Languages and Privacy Lab**, Middletown, Connecticut

January 2024 – Present

- Evaluated detection, approaches and techniques of web-based fingerprinting

Tutor, **Self Employed**, Fairfield County, Connecticut

August 2020 – Present

- Instructed students in 2+ hour sessions covering a variety of topics including algebra, trigonometry, geometry, machine learning engines, math fundamentals, computer science fundamentals, and guitar.
- Sessions with a preverbal autistic student that delivered a range of music therapies to engage speech, focus and cooperation—required an ability to adapt to a wide variety of client needs.

Intern, **RMI Music**, Irvington, New York

June – July 2021

- Coordinated gigs and hired work such as commercial production for clients.
- Edited the portfolio reel to showcase the most relevant works for prospective projects.
- Organized and repaired manuscripts to develop file and data management skills.

PROJECTS

Professional Website

Ongoing

- Created/designed my own professional website, picking up HTML, CSS, JavaScript, SCSS. Learned several JavaScript libraries/APIs such as GSAP and jQuery. Involves app deployment with Docker.

Virtual Escape Room

December 2023

- Developed a 3D virtual escape room in Unity with several puzzles that utilize innovative and creative interactions, a well-crafted layout, a compelling theme, and noteworthy visual effects and graphics.

Music Time

November 2023

- Developed a 2D platformer video game in Unity with unique, music-based level mechanics. Created all the music from scratch.

Chess Visualizations

April 2023

- Used R Studio to pull chess.com datasets of the top chess players in the world to make five interactive visualizations mapping openings, ELO, board positions, and player locations.

SKILLS AND INTERESTS

Python, Java, C++, C#, C, Standard ML, JavaScript, HTML, CSS, SCSS, jQuery, React.js, JavaScript API, Node.js, OpenJDK, Docker, Machine Learning, Deep Learning, Data Analytics, AWS, Azure, Cloud Storage, Unity, RStudio, Git, Microsoft Office Suite, Google Workspace, blender, Da Vinci Resolve, Autodesk Inventor, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Audition, Adobe Premiere Pro, Ableton Live, Logic Pro, Classical Guitar, Jazz Guitar, Brazilian Guitar, Bossa Nova, Tango, Samba