Jeffrey DeVince

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EDUCATION:

Stevens Institute of Technology, Hoboken, NJ
Master of Science in Computer Science, May 2016, GPA: 3.951
Bachelor of Engineering in Biomedical Engineering, May 2016, GPA: 3.949

SKILLS:

Languages: C#, Typescript, Javascript, M, SQL, Python, PHP, Terraform, Puppet, MATLAB, HTML, CSS
Frameworks: .NET, Angular, .NET Core, Magento, scikit-learn
Software: Linux CLI, AWS, Docker, Apache, Git, SVN, TFS, Visual Studio, BrainBay
Hardware: Particle Photon, Arduino, Neurobit Optima 4, Emotiv EPOC, ModularEEG

WORK EXPERIENCE:

Epic Systems, Madison, WI
Software Developer, Team Leader — 7/16-Present

- Designed and developed multiple large projects related to home infusion, long-term care, and inpatient pharmacy
- Managed development team, providing guidance and motivation to ensure success of team member's projects
- Performed several ancillary roles, such as performance representative and user-experience analyst

Robofirm, New York, NY
Software Developer — 8/15-5/16

- Developed proprietary Magento theme and custom modules to be applied to client websites
- Migrated client production websites from Rackspace to AWS using Terraform and Puppet
- Implemented Robofirm's newly designed public facing website using Drupal 8

Brigade Capital Management, New York, NY
Software Development Co-op Intern — 5/15-8/15

- Developed custom software using the Microsoft Technology Stack (C#, .NET, SQL Server) for business users
- Created SQL queries to provide financial data analysis for traders, analysts, and other users
- Automated business reporting using SQL Server Reporting Service

Regeneron Pharmaceuticals, Tarrytown, NY
Preclinical Manufacturing and Process Development Co-op Intern — 8/12-12/12 and 1/14-5/14

- Executed cell culture experiments to optimize the protein of interest's titer and product quality attributes
- Analyzed results and developed process recommendations based on experimental data

RESEARCH EXPERIENCE:

Stevens Institute of Technology, Hoboken, NJ
Brain-Computer Interface Undergraduate Researcher — 5/13-8/13 and 5/14-8/14

- Developed an EEG based BCI system using Python, MATLAB, BrainBay, and a Neurobit Optima 4 EEG device
- Conducted a six-week experiment with the developed BCI system on four human subjects (IRB approved)

Tissue Engineering Undergraduate Researcher — 6/12-8/12

- Collected and analyzed data from published research papers on scaffolds for neural regeneration
- Developed a novel normalization method to compare regeneration effectiveness of different nerve graft types

OTHER EXPERIENCE:

Entrepreneurial:

- Created a personal finance budget calculator that does all the math automatically, including an estimate of taxes owed. Website: https://myannualbudget.com. Source code: https://github.com/jdevince/budget.
- Developed a laundry monitoring system consisting of a web-connected hardware device and website that allows users to remotely view the availability of shared laundry appliances

Freelance:

- Built a MATLAB GUI to allow the client to import EDF formatted EEG data and produce WAV and MIDI formatted audio files based on customizable user settings
- Designed a Solidworks' 3D model of a next-generation doctor's bag for home visits based on a medical doctor's specifications to allow a client to conduct user feedback research

PUBLICATIONS:

Chang, W.*, DeVince, J.*, Green, G., Shah, M. B., Johns, M. S., Meng, Y. and Yu, X. (2013), **The Development of a Normalization Method for Comparing Nerve Regeneration Effectiveness Among Different Graft Types**. *Journal of the Peripheral Nervous System*, 18: 297–305. doi: 10.1111/jns5.12043 *These authors contributed equally.

DeVince, J. and Ritter, A. (2014), **Two-Dimensional Movement Control Using a Non-Invasive, Low-Cost, Brain-Computer Interface**. Poster Presentation at the Biomedical Engineering Society 2014 Annual Meeting.

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