

Johan Sebastian Ospina Buitrago

Computer Engineer

Raleigh NC | Boston MA

Skills

C#/C++, Maxscript, JavaScript, Python, SQL, HTML, CSS, Bash, Swift, GLSL, Mixed Reality, Git, Unity, Blender, 3ds Max

Senior Capstone Project

Ventana (ventanaiot.com):

“Holographic Displays for IoT Devices”

- Partnered with the Microsoft Garage

Conference Publications

Phagebook Alpha, A Software Environment for Social Synthetic Biology [Abstract & Poster]. IWBD 2016, 87-88

Wayfair 3d Graphics Research. [Poster]. NESG 2018

Wayfair Sketch. [Demo].

L.E.A.P 2018

Awards & Honors

2018

- 🏆 Best use of Machine Learning Hack at Wayfair Company Hackathon
- 🏆 Launch Partner for Magic Leap, inc
- 🏆 Invited AR Workshop Leader at MIT Hackathon

2017

- 🏆 Grand Prize in Web VR at Reality Virtually Hackathon at MIT Media Lab
- 🏆 Gold Edison Award for AR View in Room Feature

2016

- 🏆 2nd place Category Winner at Reality, Virtually Hackathon at MIT Media Lab
- 🏆 Featured by Boston University ECE Department for Senior Design Project.
- 🏆 Gold Medal and 2 Award Nominations at international iGEM Giant Jamboree

2015

- 🏆 UROP funding for Research Project

Summary

Engineer looking for new creative opportunities.

Portfolio: www.johanos.com

Github: [johanos](https://github.com/johanos)

Email: johanos@bu.edu

Cell: (919) 946 – 5567

Education

2017

B.S, Computer Engineering

Boston University

Cumulative GPA: 3.65, Departmental GPA: 3.9

Magna Cum Laude

Related Work History

June 2017 –

Next Gen Applications Engineer 2

Present

Wayfair NEXT

Currently working to create new experiences for users under Wayfair's R&D team. Highlights include: releasing AR View In Room features for screen based AR devices within the iOS and Android applications; improving conversion from VRay to PBR from real time assets; Releasing the launch partner web experience for the Magic Leap Web Browser



Sept 2015 –

Research Assistant

May 2017

CIDAR LAB

Developed in house productivity tools for lab management. Later worked on an award winning Microfluidic design hardware project



Oct 2016 –

ProctorU Penetration Testing

Nov 2016

ProctorU ∪ Boston University

Penetration testing on the eLearning company. Findings were used by the CTO to improve their client side security.



May 2016 –

Mobile Platform Software Engineer

Aug 2016

Wayfair

Sped up compilation speed and worked on implemented functional pages based on given design parameters.



Sept 2015 –

Teaching Assistant

Jan 2017

Boston University

Taught Intro to Logic Design, Intro to Software Engineering, and a Freshman Seminar class.

