**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 Appearances**

**Phagebook Alpha, A Software Environment for Social Synthetic Biology [Abstract & Poster]**. IWBDA 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

**Johan Sebastian**

**Ospina Buitrago**

*Computer Engineer*

Boston MA

**Summary**

Engineer looking for new creative opportunities.

|  |  |
| --- | --- |
| Portfolio: www.johanos.com | Github: 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 –  Present | *Next Gen Applications Engineer 2*  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 |  |

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| Sept 2015 –  May 2017 | *Research Assistant*  CIDAR LAB  Developed in house productivity tools for lab management. Later worked on an award winning Microfluidic design hardware project |  |

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| Oct 2016 –  Nov 2016 | *ProctorU Penetration Testing*  ProctorU ∪ Boston University    Penetration testing on the eLearning company. Findings were used by the CTO to improve their client side security. |  |

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| May 2016 –  Aug 2016 | *Mobile Platform Software Engineer* Wayfair  Sped up compilation speed and worked on implemented functional pages based on given design parameters. |  |

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| Sept 2015 –  Jan 2017 | *Teaching Assistant*  Boston University    Taught Intro to Logic Design, Intro to Software Engineering, and a Freshman Seminar class. |  |

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