

Jeremy Udis

Software Developer

Education

- Fall 2014–Fall 2016 **BA - Computer Science**, *University of Colorado Boulder*, Boulder, *GPA-3.404*.
- Spring 2013–Fall 2013 **Major - Economics**, *New York University*, New York City, *GPA - 3.5*.

Skills

- Languages *Python, C/C++, R, Scala, Javascript, HTML/CSS, SQL, BASH*
- Technologies *Node.js, Express.js, React.js, MongoDB, REST, Git, MySQL, ElasticSearch, Webpack, XML/JSON, GraphQL, OpenGL 2.0*
- OS *OS X, Linux/Unix*

Experience

- June 2012–August 2012 **Marketing/Operations Intern**, *Gosselin Group*, Deurne, Belgium.
- Worked with the marketing team to help develop a new branch of the company focusing on low to medium scale relocation.
 - Along with the operations team ensured the quality of relocation services to international clients.

Projects

- May 2016 **Data Analysis of Million Song Dataset.**
- Was apart of a team that used a subset of the million song dataset to learn about potential musical trends.
 - My role was to write a python script to extract data from HDF5 files, then use that data to generate csv files.
 - Performed a series of tests, including K-Means clustering, Regression, and correlation tests, just to name a few. Created visualizations for each test. All of the above was done using R.
- June 2016 **Graphical Model of the Golden Gate Bridge.**
- Used OpenGL 2.0 and GLUT to create a graphical model of the golden gate bridge. Source code was written in C.
 - Each object rendered in the scene was created from scratch. Some of the core features in the scene include realistic textures, dynamic lighting, transparency, time lapse, and POV angles.

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📁 [jugit88.github.io](https://github.com/jugit88)