Corey Walsh

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kctess5

Massachusetts Institute of Technology

Course 6-3 - Computer Science

Pursuing Bachelor of Science in Computer Science and Engineering
GPA: 4.7 / 5 *Expected graduation:* January, 2017
Coursework: 6.344 **Image Processing**, 6.869 **Machine Vision**, 6.837 **Graphics** 6.141 **Robotics Science and Systems**, 6.807 **Computational Fabrication**

verily
5/2016 - current
Mountain View, CA

Software Engineering Intern

At Verily Life Sciences, I am helping apply technology to better understand heath and sickness. I work with research scientists to visualize and process data in a variety of medical contexts.

Google
6/2015 - 8/2015
Venice Beach, CA

Software Engineering Intern

Refactored of a core piece of YouTube ad infrastructure, handling billions of requests per day. Improved the maintainability of the system by reducing code duplication and complexity, and by facilitating fine grained unit testing. Rewrote over 6000 lines of production Java, including over 200 new unit tests.

hulu
6/2014 - 8/2014
Santa Monica, CA

Software Engineering Intern

Created a Python metadata management microservice which handles around 4 million requests per day. Worked Ruby on Rails, Flask, and Backbone.js in a production environment.

MeringCarson
6/2013 - 9/2013
San Diego, CA

Front-End Web Development Intern

Created a custom content management system in JavaScript and PHP to manage dynamic content on designemcee.com. Front end development in HTML, SASS, and JavaScript.

hazelnut-dev
5/2013 - Present

Freelance Full-Stack Web Developer

Designed and created static websites, web applications, and web-based systems for a variety of clients. Ex: sciex.mit.edu, stickir.com, keithandcassie.us

MIKEY'S RUN
4/2013 - 4/2014

Nonprofit Cofounder and Technical Director

Helped raise $230,000 to aid Boston Bombing victims. Built and administered mikeysrun.com. Managed public relations, news presence, and social media.

Projects

Infract.js - Created a JavaScript plugin & Chrome extension which brings SMART Board™ like interactivity to the browser with computer vision and webcams.

Fractal Rendering Engine - Created a real-time progressive raymarched 3D fractal rendering engine in C++ using CUDA and NVIDIA OptiX.

Kinect Hand Gesture Recognition - Built a system for real-time hand tracking and static gesture recognition in C++ with OpenNI and machine learning.

Technologies

C++ **Java** **Python** **Go** **JavaScript** **CUDA** Matlab Ruby Bash

Image & Data Processing **Machine Vision & Learning** **Graphics** **Web**