

Corey Walsh

3 Ames St, G213
Cambridge, MA 02142

T 760.402.2818

chwalsh@mit.edu

<http://rayban.vision>

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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 - 8/2016
Mountain View, CA

Google

6/2015 - 8/2015
Venice Beach, CA

hulu

6/2014 - 8/2014
Santa Monica, CA

MeringCarson

6/2013 - 9/2013
San Diego, CA

hazelnut-dev

5/2013 - Present

 **MIKEY'S RUN**

4/2013 - 4/2014

Software Engineering Intern

Built a web based interface for exploring 3D medical imaging datasets with existing Verily infrastructure. Designed a software interface for camera and Thorlabs device automation, and helped to refine an experimental tabletop optical assembly.

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.

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.

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.

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

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.

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.

Projects

Technologies

C++ Java Python Go JavaScript CUDA Matlab Ruby Bash
Image & Data Processing Machine Vision & Learning Graphics Web