LOGAN CUNDIFF

CONTACT ME AT

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SKILLS SUMMARY

- ●●●● C & C++
- ●●●○ Maya Modeling & Animation
- ●●●● C# and Java
- ●●●● Javascript, HTML, CSS
- ●●●● Python
- ●●○○ Blender

●●●● - Expert   ●●●○ - Advanced

●●●○ - Intermediate   ●●○○ - Familiar

AWARDS

1st Place
BeMyApp Hackathon

3rd Place & Community Award
Florida State Hackathon

Graduate Hall Director of the Year
UF Dep. of Housing - Gainesville, FL

Top 100 Interns
WayUp - National Contest

Outstanding Leadership Award
Savant Leadership Honorary - UF

SOFTWARE ENGINEER

I am looking for an opportunity to apply my passion for Digital Art and the complexities that go into deriving it in a meaningful way

EDUCATIONAL HISTORY

Computer Science Engineering
MS at University of Florida | GPA: 3.9 | May 2019 - Current

- **Relevant Courses**: Computational Photography (**Python**), Advanced Data Structures (**C**), Neural Networks (**Python**), Advanced Algorithms (**C**)

Digital Arts and Sciences Engineering
BS at University of Florida | GPA: 3.3 | Aug 2014 - May 2019

- Minor in Electrical Engineering
- **Courses**: Computer Graphics & Rendering (**C++, OpenGL**), 3D Modeling (**Maya**), 3D Animation (**Maya**), Digital Art Algorithms (**Java Swing**), Computer Animation (**Java**), Data Structures and Algorithms (**C++**)

WORK EXPERIENCE

Full Stack Software Engineer
Rapid Genomics | Oct 2019 - present

- Visualizing and sorting bioinformatics data in order to display complex data by utilizing interactive menus within the **AngularJs** framework.
- Lowered time complexity of polynomial-time data fetching algorithms to linear time to more efficiently sort and process bioinformatics data (**JS**)

Full Stack Software Engineering Intern
Motorola Solutions | April 2018-Aug 2018

- Automated IT services through creating **Python** driven Google Chat bots that fetched data from Oracle and PostGreSQL Databases.

Additive Manufacturing Software Intern
3D Material and Technologies | April 2017-Aug 2017

- Rendered layers of a 3D model onto a helpful GUI through parsing binary files that contained laser coordinates from 3D printers (**Java**)
- Analyzed and manipulated 3D models in Rhino through **Python** Scripts

VOLUNTEERING

Lead Developer (Team of 5)
Projects For Haiti (P4H Global) | Jan 2019 - August 2021

- Developed and led the prototyping and production of a **Python Flask** web app that assists Haitian teachers with their learning curriculum

PERSONAL PROJECT

Maya ASL Translator Tool
Utilized **Python/MEL** to automate movements of a 3D character to form different ASL signs through reading input of ASL words and classifiers. Demo is viewable on my website - lcundiff.com