

# Mark Agrios

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Curious and motivated student looking to apply creativity and intellect

## Education

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Pursuing degrees in mathematics and neuroscience at the College of William and Mary, graduating class of 2019

## Skills

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Experienced website designer

Proficient in html, css, javascript

Competent in C, python, nodejs

Amateur photographer, digital image artist, vector graphic artist

Proficient in Inkscape, Scribus, GIMP (Adobe Illustrator, In Design, Photoshop equivalents because I'm cheap)

Elevated knowledge of typography and color theory

Avid unicyclist

Performing magician

## Titles

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Virginia Tech Gaming Project Organization Chief website developer

2015-2016

([www.vtgamingproject.org.vt.edu](http://www.vtgamingproject.org.vt.edu))

VT Hacks III second place out of 56 teams for our product PushBuddy

February 26-28 2016

([www.pushbuddy.me](http://www.pushbuddy.me))

AnswerWare graphic designer

Summer 2016

## Experience

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Lead programmer for Woodson high school robotics team. Focused mainly on color camera data interpolation and infrared orientation.

Pinnacle Academy robotics team mentor 2014-2015. Taught kids strategy, mechanics, and code used to construct robots for competition.

Web developer and designer of PushBuddy. A simple yet powerful desktop program to easily synchronize various cloud services that won second place at the Virginia Tech annual hackathon ([www.pushbuddy.me](http://www.pushbuddy.me))

Contracted designer for AnswerWare, Summer 2016. Collaborated with team to create a graphics system and visual style for internal and external communications of the company.

## Current Research

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Investigation of coupled neuron models through persistence homology