# Mark Agrios

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Curious and motivated student looking to apply creativity and intellect

## Education

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

## Skills

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 (www.vtgamingproject.org.vt.edu) | 2015-2016 |
| VT Hacks III second place out of 56 teams for our product PushBuddy (www.pushbuddy.me) | February 26-28 2016 |
| AnswerWare graphic designer | Summer 2016 |

## Experience

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)

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

Investigation of coupled neuron models through persistence homolgy