

MATTHEW FISHER

Research Engineer |
XR & Computer Vision

 [Github.com/MathYouF](https://github.com/MathYouF)

SKILLS

I can plug in USB's on the first try 90% of the time



- Unity
- Unreal Engine
- C#, C++, JS, Swift
- ARCore/Kit
- XCode
- A-frame & Three.js

Computer Vision

- Tensorflow/PyTorch
- Numpy/Pandas/SKL
- Python
- Style Transfer
- Image Processing
- Gesture Recognition

CAREER

Research Engineer | ML

Sayance - OpenAI (Aug. 2020 - Present)

Remote

- GPT-3 OpenAI API Beta Developer Program

Research Engineer | XR

Singularity U. | UP Lab (Feb. 2019 - March 2020)

Mountain View, CA

- Built the following products on a team of 2:
- VR job training product with EEG data feedback.
 - Premiered at CES
 - OpenBCI
 - Unreal Engine
- Neural style transfer installation
 - Shown on a giant screen in real-time
 - Premiered at SU Summit
 - Hand tracking for input
 - Tensorflow
- StyleGAN face visualizer website
 - Interpolated through latent space
 - Premiered at SU Athens
 - React.js



WebXR Engineer & Co-founder

Component Entity LLC (June 2017 - Jan. 2019)

Cincinnati, OH

- Built the following as sole engineer:
- VR album premiere site for Riz La Vie | Spotify Viral 50
- VR shopping site for RadOTR clothing store.
- LED color picker using mobile AR and NodeRed
 - Premiered at DataDays Cincy



SAY HI!

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HACKATHONS

Machine Learning Hackathon | Oerlikon

München, DE - November 2019

- First place in Computer Vision track.
- Built a high-speed part classifier and length estimator.

Reality Virtually | M.I.T. Media Lab

Cambridge, MA - January 2019

- Built a medical app for Magic Leap using Unity,
- Trained CNN to detect a persons heart rate from scalp.
- Hand gesture controls for doctor note voice dictation..



HackCincy WebVR | Cintrifuse

Cincinnati, OH - November 2018

- Second place with multiplayer WebVR app.
- Built WebVR game with A-frame and Node.js
- Beat current benchmarks for performance.

HackCincy WebAR | Cintrifuse

Cincinnati, OH - August 2017

- First place in IoT Track
- Built WebAR game of tag using geodata and GMaps API.

EDUCATION

University of Cincinnati

Bachelors of Computer Science (2013-2017)

TEACHING

VR Summer Camp | Teacher

STEAM Digital Playscape (May 2019 - August 2019)

- Taught classes twice a week to ages 7-18. How to create WebVR apps for the Oculus and integrate raspberry pi's.

WebXR Meetup | Teacher

Women Who Code et al. (August 2018-December 2018)

- Weekly lessons to classes of 20 on how to make WebVR applications using A-frame.