Mark Wiggans

mmw125@gmail.com • markwiggans.com

EDUCATION	**Virginia Polytechnic Institute and State University**, Blacksburg, Virginia	Sep 2013 – Dec 2017
	▪ B.S. in Computer Science	GPA: 3.64

WORK EXPERIENCE

Google, Pittsburgh, PA — May 2017 – Aug 2017
Software Engineer - Intern
▪ Visualize sparse to dense embeddings on machine learning checkpoints

Reinventing Geospatial, Fairfax, VA — Aug 2016 – Dec 2016
Software Engineer - Intern
▪ Transitioned the backend for a web server that caches and proxies mapping services from CherryPy to Django by creating database models and endpoints
▪ Managed the testing infrastructure, adding a linter and code coverage calculations onto builds

Google, Pittsburgh, PA — May 2016 – Aug 2016
Software Engineer - Intern
▪ Created dashboards in Colaboratory using iPython to visulize machine learning data models using Dygraphs after manipulation in Pandas

Northrop Grumman, Dahlgren, VA — May 2015 – Aug 2015
Simulation Software Engineer Intern
▪ Designed, developed, and tested user interfaces using wxWidgets in C++

Northrop Grumman Corporation, Charlottesville, VA — Aug 2011 – Jun 2013
Engineering Intern - High School Involvement Partnership
▪ Collaborated with two NG employees to develop a STEM project of my choosing
▪ Creating deliverables such as a budget, timelines, and goals

PROJECTS

VT Scheduler Android Application — Mar 2017 – Present
▪ Designed and implemented the user interface and database interaction

VT Timetable API Java API — Mar 2015
▪ Designed to give users easy access to all of the data on the VT Timetable of Classes
▪ Uses the HtmlUnit library to interact with and parse web pages

EDE (Empowering Digital Education) Java (Swing) and Android — Mar 2014 – Jul 2015
▪ Developed an system with applications for desktop and mobile
▪ Allows for quiz/test creation, taking, grading, and viewing scores

Custom-Built Remote-Controlled Airplane Java (Processing) and Arduino — Sep 2012 – Jun 2013
▪ Programmed a remote-controlled airplane entirely from scratch using foam
▪ Uses XBees to handle communication between the Arduino system software and a Processing controller

Custom-Built Hand-Held Gaming Device Arduino — Sep 2012 – Jun 2013
▪ Built a gaming device with a arduino, display, joystick, and custom case
▪ Developed a space invaders and maze game for it

SKILLS

Programming Java, JavaFX, Swing, Python, Django, C++, wxWidgets, C, git

Others LaTeX, Adobe Fireworks, Adobe Illustrator, MS Suite

ACTIVITIES

Virginia Tech Programming Team (icpc) Blacksburg, VA — Feb 2017 – Present

FIRST Team 619 Charlottesville, VA — Aug 2009 – Jun 2013

Eagle Scout, Boy Scout Troop 114 Charlottesville, VA — Apr 2006 – Jun 2013

INTERESTS

PC Gaming, Magic: The Gathering, Biking, Board Games, Movies