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Work History

### VR Software Engineer

(May 2016 - Present)

IstoVisio, Inc.

- Built hardware-agnostic VR tools and user interfaces using OpenGL, C++
- Developed startup software product which raised \$500k+ of initial seed funding
- Worked directly with 3D graphics & transformations, data I/O, UX design
- Collaborated on development tasks monitored via Redmine project management software
- Wrote readable, maintainable code evaluated through peer reviews of pull requests
- $-\,$  Responsible for full project stack including C++ VR app, Python backend, and JS web app

## Undergraduate Research Assistant

(May 2015 - July 2015)

West Virginia University Computer Vision Group

- Researched and applied machine learning techniques to classify images of food
- Trained classifiers using deep learning technologies VLFeat and Caffee
- Contributed a highly competitive model tested on 750k images from 101 classes
- Presented findings at West Virginia University Undergraduate Research Symposium

#### Student Research Assistant

(June 2012 - Aug. 2012)

West Virginia University Ultrafast Nanophotonics Group

- Designed and constructed optics setup to probe materials for optical properties
- Wrote MATLAB scripts to process, analyze, and visualize resulting data
- Participated and presented project progress in weekly research group meetings

TECHNICAL SKILLS

- o C++11/14
- $\circ$  Python 2.7/3.5
- o Java 8

o LATEX

- o Git & Github
- Team Communication
- API Design Image Processing

- OpenGL & GLSLRESTful Web Services
- User Interfaces Continuous Integration
- Web Scraping

- API Documentation
- $\circ\,$  Database Design & SQL

### EDUCATION

# B.S. Computer Science, Computer Engineering

(Aug. 2014 - May 2018)

West Virginia University, Morgantown, WV

Overall GPA 3.728 / Major GPA 3.721 / Magna Cum Laude

## Relevant Projects

# Open-Source Autonomous Drone System

(Oct. 2017 - May 2018)

West Virginia University Department of CSEE

- Worked with small team to develop autonomous flight system for quadcopters
- Built custom Android user interfaces using Java 8, Android SDK 26
- Configured automated Gradle build for application and Javadoc documentation
- Contributed to design of backend for handling user accounts and relationships

### Bioinformatics Web Scraper

(Sep. 2016 - Oct. 2016)

West Virginia University Department of Biology

- Built custom bioinformatics scraper using Python modules Beautiful Soup, Requests
- Scraped 7k+ entries of data on invertebrate vectors of human pathogens
- Acknowledged in research published in Genome Biology and Evolution