PAUL BATTERMAN

EDUCATION

University of Pennsylvania, Philadelphia, PA

2013 - 2017

School of Engineering and Applied Science Candidate for Bachelor of Science in Engineering Areas of Study: Computer Science, Design

GPA: 3.67/4.00

Major: Computer Science (conc. Digital Media Design)

Awards: Dean's List 2014 - 2015

UNIVERSITY COLLEGE LONDON, London, United Kingdom

Fall 2015

Study Abroad: Computer Science

PRINCETON DAY SCHOOL, Princeton, NJ

2009 - 2013

SAT: Verbal 780, Math 800, Writing 710 (2290/2400), ACT: 35/36

EXPERIENCE

TRIPLELIFT, New York, NY

Jun 2015 - Aug 2015

Solutions Engineer

- Designed and developed internal software tools and web applications
- Assessed and integrated TripleLift native ad placements on new and existing publisher sites
- Assisted Buy-Side Solutions team with vendor auditing and advertisement viewability projects

University of Pennsylvania, Philadelphia, PA

Jul 2014 - Aug 2014

Computer Graphics Teaching Assistant, Residential Advisor

- Assisted in teaching a class of 28 high school students 3D modeling with Autodesk Maya
- Guided students as an RA, including trips into Philadelphia and New York City

PRINCETON UNIVERSITY, Princeton, NJ

May 2013 - Sept 2013

Graphic Designer, Carpenter, Scenic Artist

- Designed posters, advertisements, and web content for Princeton Summer Theater and Theatre Intime
- Painted and constructed sets and scenic elements

PROJECTS

SCREENSHOT TOOL - PHP, Javascript, ¡Query, phantomJS, MySQL

TripleLift - Aug 2015

- Tool for Solutions and Account Management teams to create demo native ad placements for clients

MINI MAYA - C++, OpenGL

CIS 277 Group Project - Spring 2015

- Three-dimensional modeling and mesh manipulation program. Features: obj file import, Catmull-Clark subdivision, skeletons and skinning, lattice-based deformation, keyframe animation, raytracing.

SKI BUDDY - Android

CIS 350 Group Project - Spring 2015

- Application for skiiers to navigate ski mountains. Features: location tracking, local weather, account creation, user review and ranking of slopes and lifts. Developed using Agile process model.

SKILLS

Proficient **Professional Experience** Class Experience Adobe Photoshop Autodesk Maya Carpentry Java Javascript, ¡Query C Adobe Illustrator Solidworks Painting C++PHP Android Adobe InDesign SketchUp Drawing HTML/CSS Python **MATLAB** Adobe Lightroom

ORGANIZATIONS

THETA TAU PROFESSIONAL ENGINEERING FRATERNITY

Mar 2014 - Present

Public Relations Chair, Board member, Brother

University of Pennsylvania Theatre Arts Council

Sept 2013 - Present

Graphic Designer, Set Designer, Scenic Artist, Carpenter

- Groups: Quadramics Theatre Co., Front Row Theatre Co.

HITOPS TEEN COUNCIL

Jul 2012 - Jun 2013

Peer Educator and Teen Council member

- Taught sexual health and well-being through workshops at schools and Juvenile Justice Commissions.
- Lead large group (20-200 person) and small group (2-20 person) discussion