Peter Bayer Ciporin

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Education

Duke University

Durham, NC

Bachelor of Science, Computer Science (expected May 2019)

Aug. 2015 - Present

• **GPA:** 3.70

• Minor: Psychology | Certificate: Information Sciences + Studies

• Relevant Coursework: Data Structures & Algorithms, Computer Architecture, Discrete Math for Computer Science, Matrices & Vector Spaces, Probability & Statistical Inference, Design and Analysis of Algorithms, Virtual Reality Systems Research & Design

University of New South Wales

Sydney, NSW, Australia

Study Abroad Semester

Jul. - Nov. 2017

- Enrolled at UNSW Sydney for Semester 2 2017. UNSW School of Computer Science and Engineering.
- Relevant Coursework: Computer Networks & Applications, Human-Computer Interaction

Brunswick School Greenwich, CT

High School Diploma Sep. 2001 - May 2015

• Cumulative GPA: 98.984 | SAT I: CR-800; M-800; W-800

Work Experience

Atlassian Corporation Plc (TEAM)

Mountain View, CA

Intern, Mobile Software Development

May - August 2018

- Software engineering internship with Atlassian (NASDAQ: TEAM) in Mountain View, CA
- Member of the Mobile Core team, developing and maintaining the platform built upon by all Atlassian mobile applications
- Took charge of a self-serve-messaging project for Android devices, which utilizes internal APIs that enable Product Managers to deliver customized notifications to users once the associated triggers are activated

BoltVR (Duke OIT)

Durham, NC

Virtual Reality Lab Assistant

Jan. - June 2017

- Support staff at Duke's BoltVR Virtual Reality lab
- Facilitated student operation of HTC Vive and SteamVR software
- Responsible for maintenance of hardware and software, experimentation in VR development using Unity3D

Kustomer, Inc.

New York, NY

Intern, Software Development and Quality Assurance

Summer 2016

- Internship at technology startup Kustomer, Inc., an intelligent CRM SaaS company
- Wrote integration testing scripts in Node.js using internal APIs to populate CRM environments with sample customer data
- Performed quality assurance testing on various desktop and mobile browsers using BrowserStack

Skills

Languages: Java, Kotlin, JavaScript, Python (Proficient) | C, C#, Swift, R, Unix Shell, LATEX (Familiar)
Spanish (Working Proficiency)

Operating Systems: macOS, Windows 10 (Proficient) | Linux: Debian, Ubuntu (Familiar)

Background: Experienced in mobile application development using Android Studio. Knowledge of front-end and back-end web development using JavaScript with Vue and Node.js.

Miscellaneous: Rapid learner. Good communicator. Patient and thorough debugger. Perfectionistic designer.

Open Source Projects

Collaborative VR

Desktop Application

Research Project

Spring 2018

- A VR application developed using the Unity3D engine and built for HTC Vive and Oculus Rift headsets
- Allows two remotely located individuals to collaborate on a maze-navigation and coin-collection task in real-time
- Built for and used by an original, IRB-approved research study at Duke University titled "Evaluation of Perspective Separation for Collaborative Task Performance in Shared Virtual Environments"

FoodPrint HackDuke Team Project
Android Application Nov. 2016

- Android application that gives immediate feedback about how food choices impact the environment
- \bullet Utilizes research-based algorithm to output a user's CO_2 waste, equivalent car miles, and an original 'FoodPrint score' based on dining choices
- Front-end development, Back-end integration, UI Design

Awards	
High Honors Certificate (All 8 semesters at Brunswick)	2011-2015
Cum Laude Society Inductee	2014
Foreign Language Award: Spanish	2014
FLIP (Foreign Language Immersion Program) Scholar	2014
National Merit Commended Scholar	2014
AP Scholar with Distinction	2014
McKinnon Global Studies Award	2015
Everett Prize for English	2015

Interests

Academic: Virtual Reality development, Machine Learning and Neural Networks

Sports: Former cross-country runner. Avid skier and scuba diver.

Musical: Playing piano, guitar, and trumpet