Raymond Dolan

Education

2017–2021 **Computer Science + Interactive Media & Game Development (IMGD)**, *Worcester Polytechnic Institute (WPI)*.

Related Courses

Computer Science Software Engineering, Artificial Intelligence, Algorithms, Database Systems, Operating Systems, Machine Organization and Assembly, Systems Programming

IMGD Digital Game Design, Technical Game Development

Experience

May - Jun 2020 **Research Intern**, *WPI*, Worcester, MA.
- Worked with a professor to research Generative Adversarial Networks.
- Taught myself basic Machine Learning concepts.
- Developed generative model that generates birds from simple drawings.

May - Aug 2019 **Senior Student Intern**, *AMICA Mutual Insurance*, Lincoln, RI.
- Created a database interface alongside another intern that displayed metadata about distributed jobs running on company's mainframe.
- Learned ReactJS to modify the existing Neo4j interface.

2019 - Present **Student Assistant**, *WPI*, Worcester, MA.
- Proctored labs and graded homework for lower level computer science courses.
- Assisted students during office hours.

Programming Skills

Proficient: Java, C, C++
Familiar: JavaScript, Python, Rust
Version Control: Git, GitHub, Perforce
Game Engines: Unity, Unreal Engine

Databases: SQL, Neo4j, MongoDB
Cloud: AWS
OS: Ubuntu, Windows, other Unix-like
Other: React, HTML, LaTeX

Projects

Oct - Dec 2019 **Front End Programmer**, *Star Trek Mashup (WPI)*.
- Worked with 3 students to design and implement cloud-based application using AWS to upload and combine *Star-Trek* clips.
- Developed an API for interaction with the app.
- Resulted in an app that fulfilled its original design and utilized a variety of AWS's features.

Jan - May 2019 **Member**, *Marketing an Art Education App for the Modern Age (WPI)*.
- Traveled to Armenia to create a marketing strategy for an art appreciation app.
- Collaborated with 3 students to research marketing channels and promotion.
- Produced media kit containing promotional materials to drive success of app.

Dec 2019 **Programmer**, *Dungeons and Dragonflies (WPI)*.
- Worked with a teammate to create a game with a procedurally generated map.
- Designed and implemented creation of random maps using the Dragonfly engine.
- Resulted in a game that fulfilled its original design and was well received by classmates.

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