

# Robert Eads

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## EDUCATION

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### Texas A&M University

*Bachelor of Science in Computer Science, Minor in Business  
College of Engineering*

**College Station, Texas**

*May 2024*

*Cumulative GPA: 3.89/4.00*

Honors: College of Engineering, CSCE, Dean's Honor Roll Spring & Fall 2021, Spring 2022

Relevant Courses: Computer Hardware, Programming Languages, Data Structures and Algorithms, Discrete Structures for Computing, Intro to Program Design Concepts, Multivariable and Vector Calculus, Linear Algebra

## EXPERIENCE

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### General Motors

*Software Developer Intern - Virtual Reality*

**Remote**

*June 2022 – August 2022*

- Integrated newly created features, using Unreal Engine 4, into existing code base of over 14,000 files
- Collaborated on a team of more than 18 members to design, update, and debug code base components
- Refactored vital sections of single-player code base to enable development and implementation of multiplayer features
- Enhanced personal and professional growth by learning new skills and refreshing existing knowledge with company trainings
- Organized monthly team game afternoons to boost morale and encourage camaraderie among coworkers

### Morphi Blockchain Consulting

*Lead Web Developer/Python Bot Developer*

**Remote**

*February 2022 – June 2022*

- Corresponded with clients directly to ensure product quality and meet constantly changing needs in a creative way
- Spearheaded creation of client websites using React JS to meet customer requirements on a project by project basis
- Advised team members on best coding practices and algorithm design for Python bot functionality

## PERSONAL PROJECTS

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### Stutter Speak VR

*Lead Developer/Designer*

**Dallas, Texas**

*May 2021 – August 2021*

- Brainstormed program concept focused on assisting those who stutter in improving their public speaking
- Collaborated with medical professional and licensed, certified speech-language pathologist, Tricia Krauss-Lehrman
- Developed application using Unreal Engine 4 with C++ & Blueprint while devoting 40+ hours per week to all aspects of development
- Created systems to track, record, save, and display user data, provide feedback, and handle physics interactions
- Published application, Stutter Speak, on Oculus App Lab Platform for use with Oculus Quest/Quest 2 in August 2021

## LEADERSHIP & INVOLVEMENT

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### Aggie Web Developers

*Core Member*

**College Station, Texas**

*August 2021 – Present*

- Participating in weekly meetings with team members to help foster and enhance fellow developer's ideas
- Contributing to the progression of projects and presenting original ideas in a clear and understandable manner

### STEM to Stocks Guild

*Member*

**College Station, Texas**

*August 2020 – August 2022*

- Selected as a top engineering student into a program designed to introduce STEM majors to business communities
- Career development and networking opportunities through workshops and company visits with current students and alumni

## SKILLS, ACTIVITIES & INTERESTS

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**Skills:** C++ (Intermediate), Python (Intermediate), HTML (Basic), CSS (Basic), React JS (Basic), Linux Systems (Basic), Unreal Engine 4 (Intermediate), Git (Basic), VMware ESXI (Basic), VMware vSphere (Basic), SQL (Basic)

**Activities:** North Texas Food Bank Volunteer, Aggie Web Developers, Engineering Honors, Panelist for Stuttering Groups

**Interests:** Country Western Dancing, Running, Recreational Sports, DIY Computer Building, Video Games, Music