Peter Seger

Education

2016 - Present Franklin W. Olin College of Engineering, Needham, MA.

Class of 2020 Candidate for BSE in Computer Engineering. Coursework includes: Modeling and Simulation of The GPA: 3.91 World; Introduction to Sensors, Instrumentation, and Measurement; Software Design; Qualitative Engineering

Analysis

Recipient of 4-year, 50% Olin Merit Scholarship.

2012 - 2016 Valley Catholic High School, Beaverton, OR.

GPA: 3.82 AP National Scholar with Honors; English & French National Honor Society.

Experience

May 2017- Software Engineer Intern, Voss Technologies - Chalmers University, Gothenburg, Sweden.

August 2017 Worked with professor of formal verification to build a schematic drawing system in C. Using an existing API in Functional Language (FL) to recreate functionality in C to increase speed, accuracy, and dependability of the tool

Fall 2016 Firmware Lead - Formula SAE, Olin College.

-Present In charge of defining the software for the entire car. Designing, laying out, and implementing a custom API to ensure other student team members build software that is safe, stable, and efficient for the car. Previous work on the team includes designing custom PCBs for dashboard module and writing software for them.

2014-Present Sound Engineer, Freelance, Portland, OR.

Self taught in the practice of live sound engineering including choosing equipment, setting it up, and running advanced shows. Engineered at music festivals, theatrical productions, and musicals including troubleshooting and organizing sound arrays. Installed fulls sound systems including equipment, software, and training. Worked as sound designer for the stage production of Dead Man's Cell Phone at Babson College. (Fall 2016)

2014-Present Photographer, Peter Seger Photography, Portland, OR.

Work freelance with focuses in portrait, landscape, and sports photography. Grew business to a profitable level. Published in editorial articles in The Oregonian covering a Fun Run. Portfolio at petersegerphotography.com

September Library Assistant, Olin College of Engineering, Needham, MA.

2016-2017 Work to install and maintain new shelving system including new database. Worked to design and manufacture a facade for the student run coffee shop on campus.

Projects

Spring 2017 Barbot, Olin College.

Project manager and system architect for a Python Flask webapp for automated parties. Built a full stack webapp with MySQL database, Bootstrap front end, and Flask app development. Worked to layout the system and describe all functionality and worked with three other team members with varying levels of experience to ensure everyone had impact.

Fall 2016 SLAC (Stay Late and Create), Olin College.

-Present Part of the leadership team for the club which promotes a collaborative work space to foster Olin's project based learning by holding weekly meetings with snacks, student-led workshops, and corporate-led workshops. Work closely with corporate sponsors including Google, GE, Microsoft and others to secure funding for activities. Work with the leadership team to organize SLACfest, a festival of creativity during the spring semester which features an entire day of workshops, activities, and food.

Spring 2017 Super Tic-Tac-Toe, Olin College.

Worked with partner to create a multiplayer tic-tac-toe game. Using Socket.io and PyGame, players were able to connect to a server and play. Created our own system to package, send, and recive game data.

Fall 2016 Wanderer, MIT Media Lab Reality Virtually AR/VR Hackathon.

Worked in a team of five to create a VR experience for people with anxiety. Went in with no previous experience in Javascript, C#, or Unity and created a bubbler feature using the newly release Google Daydream API to utilize the wand. More information can be found at devpost.com/software/wanderers

Skills

C, Python, Java, Flask, MySQL, HTML, MatLab, Altium Designer, Solidworks, 3dsMax, Unity Engine, Adobe Creative Suite, Microsoft Suite, LATEX, laser cutter, mill, ShopBot CNC Router.

Other: French language fluency & conversational Swedish