Seth George

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<u>Languages</u>

C#/.NET

C

Java

Python

JavaScript

WebGL / Three.js

Tools

Unity

Visual Studio

Vizard

Maya

Photoshop

Eclipse

IntelliJ

Git

Trello

Jira

Google Docs

Soft Skills

Scrum Agile

Project

Management Team Leadership

Design Patterns

Data Collection

Software Engineer C++

Optum Minneapolis, MN

Relevant Experience

July 2018 - Mar 2019

- Used robotic process automation to automate healthcare applications
- Wrote acceptance tests to enforce acceptance test driven development
- Organized and extended documentation on standards and procedures

Tools Used: C#/.Net, OpenSpan, SpecFlow, Nunit, Gherkin, Confluence **Project:** The Advocate for Me OpenSpan team is responsible for making a desktop assistant for healthcare advocates. This desktop assistant uses robotic processes to gather information from many different applications and forms, and automate work like tedious manual data entry tasks with the gathered information.

Robotics Lab Technician

Osaro San Francisco, CA Dec 2016 - Aug 2017

- Collected data to evaluate the machine learning experiments
- Piloted and maintained robots
- Wrote C++ and Python code to pilot robots with Vive controllers

Tools Used: C++, Python, OpenVR API, and Zenhub

Project: The Vive robot controller project was a self-given project while at Osaro, a startup focused on machine learning. The goal was to develop software that allowed remote control of a robotic arm with HTC Vive controllers. Working with a robotics engineer, C++ was used for controlling with the robot, and Python was used for gathering and recording tracking data output via calling the OpenVR API.

Virtual Reality Research Assistant (Independent Study)

VR Navigation Lab Ames, IA Jan 2013 - May 2016

- Created 3D virtual environment for VR experiments
- Wrote python scripts for Vizard to conduct studies
- Published for study on depth perception in virtual environments

Tools Used: Python, Vizard, and Maya

Project: The study was on why people underestimate distances in virtual environments. We used a replica of a real-world environment to see if it reduced the acclimation period for the virtual environment. I wrote python to run the experiment and made the replica with Maya. The paper was titled "Comparison of Two Methods for Improving Distance Perception in Virtual Reality".

Education

Iowa State University of Science and Technology

Class of May 2016

Software Engineering, Bachelor of Science Psychology (Cognitive Focus), Bachelor of Science