CHRISTOPHER STANULET

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EDUCATION

BACHELOR OF SCIENCE WITH HONORS DISTINCTION   *Expected: 05/2025*
Ohio State University, Columbus, OH   *3.91 GPA*
Major in Computer and Information Science | AI Specialization
Second Major in Data Analytics | Machine Learning Focus

CORE COMPETENCIES

- ✓ C++, C#, Python, HTML
- ✓ Robot Operating System
- ✓ Algorithms & Linear Algebra
- ✓ System Modeling & Optimization
- ✓ CSS, JavaScript, R, Unity, GIT
- ✓ Visual Studio Code
- ✓ Statistical Analysis
- ✓ Artificial Intelligence
- ✓ X64-86 Assembly
- ✓ Data Structures
- ✓ Computer Networking
- ✓ Robotic Systems

FIELD EXPERIENCE

UNDERGRADUATE RESEARCH ASSISTANT | *Center for Design and Manufacturing Excellence, Columbus, OH*   *02/2023-Present*
- Engaged in research applying artificial intelligence, augmented reality, and other emerging technologies to robotic systems to improve manufacturing processes.
- Applied cutting edge technologies to develop, design, and integrate an augmented reality application greatly reducing the level of skill needed to communicate with intelligent robotic systems.
- Developed software in C#, C++, and python to interface with industrial robots.
- Effectively employed the agile development methodology to create and present weekly deliverables to clients.
- Created and currently maintaining a web server and database for data collection and cleaning.

CLOUD SERVICE DESK INTERN | *Hyland, Westlake, OH*   *05/2022-08/2022*
- Coordinated a team of interns alongside various interdisciplinary teams to complete tasks and projects vital to a customer's cloud solution.
- Effectively troubleshot and corrected issues throughout multiple customer platforms.
- Volunteered as an instructor at Hyland's summer tech camps to teach courses in subjects such as the blockchain, computer animation, and python to local middle and high school students.

RELEVANT PROJECTS

AUGMENTED REALITY PAINTING
This project involved creating and integrating a novel user interface allowing the user to communicate with intelligent robotics systems. Information was collected from the user using natural language, simple gestures, and a collection of intuitive menus, and communicated to the system. The results could then be viewed automatically in a 3-dimensional space.

CUSTOM ASSEMBLY LANGUAGE
Created entirely in Java, this project allows a user to start with an assembly file, assemble it into an object file, and then link multiple object files together. This project also had a heavy emphasis on documentation with over 120 pages of documentation written.

INTERACTIVE DEGREE VISUALIZER
As a part of a project for a data visualization course, created an interactive degree visualizer using the D3 JavaScript framework that allows computer science students to view the classes they need to take for their degree, regardless of specialization.

DATA I/O HACKATHON
As part of a 6-hour long hackathon, worked collaboratively to parse and clean over 10 million data points and preformed an exploratory analysis before creating a collection of interactive visualizations easily portraying actionable business insights. This project took first place at the hackathon.

PORTFOLIO WEBSITE
Using numerous online resources, learned on own how to use JavaScript and the React framework to create a website. Discovered how to use Sanity, a free content management system, as the backend to the website allowing to quickly and easily change content.

CUSTOM SUDOKU VARIANT
Silly Sudoku is a variant of the classic sudoku and was created using python and the PyGame library. This version plays like the original but the board changes with each correct input. The game keeps all user-inputted changes and the board around it to create a new, but still solvable, sudoku board.