

April ROSZKOWSKI

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EDUCATION

- May 2023 **University of Wisconsin-Madison, College of Letters and Sciences**
- > Master's of Science in Computer Science
 - > Informal focus on computer graphics/visualization and topics in applied mathematics
- May 2021 **University of Minnesota-Twin Cities, College of Science and Engineering**
- > Bachelors of Science in Computer Science, minor in Mathematics

SKILLS

Programming	C, C++, Vulkan, OpenGL, Python, Java, JavaScript, HTML, CSS
Development tools	Visual Studio, git, SVN, Unix
Other software	MatLab, Microsoft Office

EMPLOYMENT

- Present**
August 2023 | **Graphics Engineer, UNITY TECHNOLOGIES**
- > Member of shader management team, which owned code related to shader compilation, runtime, authorship, and asset representations
- May 2023**
September 2021 | **Teaching Assistant, UNIVERSITY OF WISCONSIN COMPUTER SCIENCE DEPARTMENT**
- > TA for the "Programming III" course. Head TA for 2 semesters
 - > Worked with students to improve understanding of data structures like graphs and binary trees, development tools such as git
 - > Helped with administrative tasks : wrote scripts to automate grading, organized via spreadsheets

RESEARCH

- December 2022**
September 2022 | **High-dimensional Data Visualization, UNIVERSITY OF WISCONSIN**
- > Studied use of dimensionality reduction techniques in the literature under professor Michael Gleicher
 - > Performed informal literature review of how authors leveraged DR techniques (e.g. for visual evaluation of clustering, as preprocessing step in data analysis workflow)
- March 2020**
June 2019 | **Optimal Control Theory, CORNELL UNIVERSITY**
- > Studied multi-robot motion planning using optimal control theory under professor Andrew Borum
 - > Visualized bifurcations within our problem's solution space and characterized general stable solutions to the system using MatLab
 - > See website for summary slide deck
- March 2019**
June 2018 | **VR Graphics, UNIVERSITY OF MINNESOTA**
- > Recreated traditional Micronesian seafaring methods using Unity's virtual reality tools to bolster Micronesian cultural heritage under professor Daniel Keefe
 - > Collaborated with other students and maintained a code base via git source control