April Roszkowski

april.rosz.net   linkedin.com/in/april-roszkowski
@ april@rosz.net   608-354-3993   Madison, WI

Education

May 2023	**University of Wisconsin-Madison, College of Letters and Sciences**
	> Masters 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++, Python, Java, OpenGL, JavaScript, HTML, CSS
Development tools	Visual Studio, git, SVN, Unix
Other software	MatLab, LaTeX, Microsoft Office

Research

December 2022 September 2022	Data Visualization, UNIVERSITY OF WISCONSIN
	> Studied use of dimensionality reduction techniques in academia 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	Applied Mathematics, 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
	> See website for summary slide deck
March 2019 June 2018	Computer Graphics, UNIVERSITY OF MINNESOTA
	> Recreated traditional Micronesian seafaring methods using virtual reality to bolster Micronesian cultural heritage under professor Daniel Keefe
	> Collaborated with and maintained a code base for 5 other undergraduates and myself

Employment

May 2023 September 2021	Teaching Assistant, UNIVERSITY OF WISCONSIN COMPUTER SCIENCE DEPARTMENT
	> TA for the "Programming III" course. Head TA for 1 semester, which added exam scheduling duties
	> Graded course work, held office hours, worked one-on-one with students
	> Helped with administrative tasks : wrote scripts to automate grading, organized via spreadsheets
September 2020 May 2020	CNC Toolpathing Software Intern, PROTOLABS
	> Worked alongside a scrum team developing new features for in-house C++ software used to generate lathe and mill toolpaths for part machining
	> Designed and implemented a new model for a mill-turn machine improving machining time estimates. Collected and analyzed data to determine efficacy
	> Significantly improved runtime of thin area detection algorithm