

Donald (Trey) Bagley

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Education

Duke University Trinity College of Arts and Sciences

Pursuing Bachelors of Science

Durham, NC

August 2012 – Present

- Current GPA 3.77
- Intended Major: Computer Science Major, Visual and Media Studies Minor

St. Thomas High School

Houston, TX

Class of 2012

2008 – 2012

- GPA 99.98/100, Top 5%
- Awards: *National Merit Scholar*, *AP Scholar Award*, *St. Thomas Goodness Discipline and Knowledge Award* (senior selected by students and faculty), *National Honor Society*

Experience

ToonChat

Houston, TX

Startup Intern – Javascript Team

2014

- Front-end work with Javascript and HTML

HackDuke

Durham, NC

Competitor

2014

- Worked with University of Maryland students to create an interactive immersion therapy simulation with an Oculus Rift and a Leap motion sensor in 24 hours

Houston Museum of Natural Science

Houston, TX

Teaching Assistant

2010 – 2013

- Guided students in science-based activities and experiments as a teaching assistant for 6-12 year olds

Duke Immersive Virtual Environment

Durham, NC

Researcher

2013 - 2014

- Worked with another student to create an immersive, interactive, cinematic simulation using the DIVE

DukeMakers

Durham, NC

Founding Member

2013 - 2014

- Pitched club to students and Duke finance committee to gain members and funding
- Coordinated and executed interdisciplinary projects with FORM Magazine and Duke Co-Lab
- Personally trained members in modeling skills

Design For America

Durham, NC

Engineer

2013 - 2014

- National think tank and design team; invented, pitched, designed, modeled and 3D printed a light switch cover that requires a dorm key to turn on the lights, encouraging students to conserve energy when out of the room

Freewater Films

Durham, NC

Volunteer

2013 - 2014

- Student-run film and video production company; learned principles of lighting and cinematography, worked various crew positions

Foxy Love Animation Distinction Project

Durham, NC

Animator

2013 - 2014

- Requested by Duke senior to join project as an animator; self-taught Maya interface

SKILLS

- *Java: 2 years of experience*
- *MATLAB: 1 year of experience*
- *LISP: 1 Year of experience*
- *Python: <1 Year of experience*
- *C: <1 Year of experience*
- *SolidWorks: Currently using for DFA (Design for America) projects*
- *Blender: Modeling and animation software; have used to make a number of short animations and 3D printed objects*
- *Unity: Game engine used to create simulations for Duke Immersive Virtual Environment (DiVE) and HackDuke*