

Donald (Trey) Bagley

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Education

Duke University Trinity College of Arts and Sciences

Pursuing Bachelors of Science

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

Durham, NC

August 2012 –Present

St. Thomas High School

Class of 2012

- GPA 99.98/100, Top 5%

Houston, TX

2008 – 2012

Experience

Microsoft

MS Office Intern

- Created the installer and First Time User Experience (FTUX) for an Office component, integrated telemetry calls and created an integrated telemetry data dashboard.

Redmond, WA

2015

ToonChat

Javascript Team Lead

- Front-end avatar creation page work with Javascript and HTML

Houston, TX

2014

HackDuke

Competitor

- 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

Durham, NC

2014

Houston Museum of Natural Science

Teaching Assistant

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

Houston, TX

2010 – 2013

Duke Immersive Virtual Environment

Researcher

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

Durham, NC

2013 - 2014

DukeMakers

Founding Member

- 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

Durham, NC

2013 - 2014

Design For America

Engineer

- 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

Durham, NC

2013 - 2014

Freewater Films

Volunteer

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

Durham, NC

2013 -2014

Animation Distinction Project

Animator

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

Durham, NC

2013 - 2014

SKILLS

- *Java: 2 years of experience*
- *MATLAB: 1 year of experience*
- *LISP: 1 Year of experience*
- *C, C#, and Python: <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*