

Billy Stevens

🌐 www.wasv.me • 🐙 github.com/wasv • in [linkedin.com/in/wasv](https://www.linkedin.com/in/wasv) • ✉ contact@wasv.me

Work Experience

- May - Dec. 2019 **Software Engineering Co-Op, D3 Engineering**, Rochester, NY.
Developed software for various automotive and consumer computer vision products. Assigned a role as the primary software developer for two customer facing projects.
- May - Dec. 2018 **Systems Engineering/Applications Intern, Allegro MicroSystems LLC**, Manchester, NH.
Designed and implemented a reusable and expandable system for automatically testing and configuring devices, resulting in a significant reduction in time necessary to evaluate a new product.

Projects

- Winter 2020 **Kinexote - Interactive Multimedia Experience**, 🌐 devpost.com/software/kinectnote.
 - Member of award winning hackathon team for Best Multimedia Hack at Brickhack 6.
 - Created an interactive music sampling and editing system using motion tracking.
 - Personally managed integration of various subsystems developed by different team members.
 - Responsible for developing gesture recognition system for motion tracker.
- Fall 2017–Spring 2018 **AFI - A Forth Interpreter**, 🐙 github.com/wasv/afi2c.
 - Wrote an interpreter for a stack based language in C.
 - Designed to be easily ported to new hardware.
 - Created unit testing framework for verifying correct functionality.
- Summer 2017 **w832 Demonstration Emulator and Assembler**, 🌐 www.wasv.me/projects/w832.
 - Created an educational architecture based on the Manchester Small Scale Experiment Machine.
 - Wrote a reference emulator in C with text user interface.
 - Wrote an assembler in C for simplified creation of w832 programs.
- Fall 2016 **Holographic Projection System**, 🌐 www.wasv.me/projects/holo/.
 - Made a holographic game in which players must cooperate to hit floating cubes.
 - Created application in C++ using OpenGL in order to render a 3D object on a reflective prism.
 - Demonstrated at the 2016 Rochester Mini Maker Faire.

Education

- Fall 2015–Fall 2020 **Computer Engineering**, *Rochester Institute of Technology*, Rochester, NY.
With an Immersion in Music.

Clubs and Leadership Experience

- 2015–Present **Computer Science House**, Rochester, NY.
Member of a student run technical organization with an emphasis on project based and collaborative learning. Have produced multiple personal projects independently and in collaboration with other members.
- 2015–2018 **RIT Launch Initiative**, *Responsible Engineer for Flight Software*, Rochester, NY.
Member of a team of students working toward launching a high power rocket to an altitude of 10,000 feet. Responsible for developing communication system for collecting and distributing telemetry data across a network.
- 2009–2017 **Boy Scouts of America**, Millbury, MA.
Star Scout of Troop 110. Held positions such as Webmaster, Scribe, and Patrol Leader. Participated in multiple community service projects. Remained active in the council as a staff member at Treasure Valley Scout Reservation.

Skills

- Embedded Software Have developed embedded software in C and C++ for Linux and RTOS based embedded systems.
- Python Have built multiple web services and command line utilities using Python.
- Git Regularly work with Git for personal projects and in industry.