Billy Stevens

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 github.com/wasv • **in** linkedin.com/in/wasv

Work Experience

May - Dec. 2019	**Software Engineering Co-Op**, *D3 Engineering*, Rochester, NY.
	Developed software for various automotive and consumer computer vision products.
	Designated as the primary software developer for two customer facing projects.
May - Dec. 2018	**Systems Engineering/Applications Intern**, *Allegro MicroSystems LLC*, Manchester, NH.
	Reduced time necessary to evaluate new products by developing automating testing system.

Projects

Winter 2020 — **Kinexote - Interactive Multimedia Experience**, 🌐 *devpost.com/software/kinectnote*.
- Member of winning hackathon team for Best Multimedia Hack at Brickhack 6.
- Created innovative visual music editing environment in 24 hours.
- Developed gesture recognition system for motion tracking.
- Managed integration of various subsystems from multiple developers.

Spring 2018 — **AFI - A Forth Interpreter**, *github.com/wasv/afi2c*.
- Wrote portable, extendable interpreter for the Forth programming language.
- Created as a personal project to self-teach programming language concepts.
- Additionally developed 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 Manchester SSEM.
- Wrote reference emulator in C with textual state visualization.
- Wrote specialized assembler for simplified creation of programs.

Fall 2016 — **Holographic Projection System**, 🌐 *www.wasv.me/projects/holo*.
- Made a holographic game in which players cooperate to hit targets.
- Used OpenGL framework to render 3D object on a floating prism.
- Presented finished project at 2016 Rochester Mini Maker Faire.

Clubs and Leadership Experience

2015-Present	**Computer Science House**, Rochester, NY.
	Member of student run living learnning community.
	Learned practical skills through self directed project based learning.
	Strong focus on teaching technical skills in social environment.
2015-2018	**RIT Launch Initiative**, *Responsible Engineer for Flight Software*, Rochester, NY.
	Member of multidisciplinary team developing high power rocket.
	Responsible for developing ground control data collection system.
2009-2017	**Boy Scouts of America**, Millbury, MA.
	Star Scout of Troop 110 with leadership experience.
	Remained active in council during college as summer camp area director.

Strengths

Embedded C/C++	Industry experience developing in C and C++ for embedded Linux projects.
Git	Industry experience with Git on large, shared codebases.
Python	Developed utilities to automate common tasks using Python.

Education

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