

---

## 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 automated testing system.

---

## Projects

- Winter 2020 **Kinexote - Interactive Multimedia Experience**, 🌐 [devpost.com/software/kinectnote](https://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](https://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](https://www.wasv.me/projects/w832).
  - Created an educational architecture based on a computer from 1948.
  - Wrote reference emulator in C with a text based state visualization.
  - Wrote specialized assembler for simplified creation of programs.
- Fall 2016 **Holographic Projection System**, 🌐 [www.wasv.me/projects/holo](https://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**, 🌐 [csh.rit.edu](https://csh.rit.edu).  
Member of student run living learning community.  
Learned practical skills through self directed project based learning.  
Strong focus on teaching technical skills in social environment.
- 2015-2018 **RIT Launch Initiative**, 🌐 [www.wasv.me/projects/launch](https://www.wasv.me/projects/launch).  
Member of multidisciplinary team developing high power rocket.  
Responsible for developing ground control data collection system.  
Developed specialized software to integrate with InfluxDB and Grafana for data analysis.
- 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

- 2015 - Spring 2021 **Individualized Studies**, *Rochester Institute of Technology*, Rochester, NY.  
Core focus on Digital Logic and Software Development, with a minor in Music Technology