
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.
 - 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 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, 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

- 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