

ROBERT WILD

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OBJECTIVE

Looking for a challenging software internship for summer 2016, with the opportunity to work with and learn from a team of experienced developers

EDUCATION

Rensselaer Polytechnic Institute (RPI), Troy NY

Bachelor of Science in Computer Science and Cognitive Science

Expected May 2017

Cumulative GPA: 3.89 / 4.0

Dean's List (each semester); Rensselaer Leadership Award (Scholarship)

University of Groningen (RUG), Netherlands

Semester exchange 2016, Artificial Intelligence degree program

COURSES

- Computer Organization
- Programming Languages (Distributed computing, functional and logic programming)
- Game Artificial Intelligence (Game AI)
- Cognitive Computing
- Computer Graphics
- Sensation and Perception
- Cognitive Psychology

EXPERIENCE

Research Assistant and Software Developer, Perception and Action Lab, RPI

Feb. 2015 to Jan 2016

- **Naval Office funded project:** Apply reinforcement learning techniques (temporal difference learning, function approximation, etc.) to cognitive modeling project in MATLAB
- **NSF funded project:** Develop software for Vicon motion capture experiments with 3D projection, making use of Vizard Virtual Reality Software Toolkit

Lead Developer and Project Manager for Game Development Project

Oct. 2015 to Nov. 2015

- Developed a Unity3D game for the Rensselaer Game Showcase 2015

Undergraduate Teaching Assistant for Computer Science, RPI

Aug. 2014 to Dec. 2014

- Assisted in teaching students programming concepts and good practice in Python
- Tutored in course labs and help sessions

Data Perceptualization Studio Summer Research, EMPAC RPI

May 2014 to Aug. 2014

- Researched fast data exploration and visualization techniques with existing coding environments, and practical visualization of computer file systems
- Presented work in written reports and oral presentations
- Worked with Field – software for live coding and rapid iteration digital art creation
- Created a Processing 2.0 library providing tools intended for fast data visualization

Lead Developer for Game Development Project

Sept. 2014 to Dec 2014

- Developed a Unity3D game for the Rensselaer Game Showcase 2014

SKILLS

Programming Languages: C++, C#, C, Python, Java, MATLAB

Software Development: GitHub, SVN, Unity3D, Microsoft XNA, Processing 2.0

Other: Experience using Windows and Linux Operating Systems, Microsoft Office, Adobe Photoshop, Adobe Illustrator, French (working proficiency)

ACTIVITIES

Intramural Soccer, RPI Foreign Language Club (French), RPI Game Development Club, RPI Kendo Club, Hackathons