ROBERT WILD

wildr2@rpi.edu

Motivated computer science and cognitive science graduate with a passion for developing unconventional games and experimental media.

EDUCATION

Rensselaer Polytechnic Institute (RPI), Troy NY
B.S. in Computer Science and Cognitive Science, Summa Cum Laude   May 2017
Dean's List (8 Semesters); Rensselaer Leadership Award (Scholarship)

University of Groningen (RUG), Netherlands
Semester exchange 2016, Artificial Intelligence degree program

Advanced Logic, Affective Computing, Cognitive Computing, Cognitive Neuroscience, Cognitive Psychology, Computer Graphics, Game Architecture, Game Artificial Intelligence, Natural Language Processing, Operating Systems

EXPERIENCE

Research Assistant and Software Developer   Feb. 2015 to May 2017
RPI Perception and Action Lab, Troy, NY

NSF funded project – The Visual Guidance of Locomotion Over Complex Terrain
- Design and conduct a human gait experiment
- Develop software for experimentation
- Make use of Vicon motion capture system and Vizard Virtual Reality Software Toolkit

Naval Office funded project
- Designed and developed cognitive modelling project in MATLAB
- Applied reinforcement learning techniques (temporal difference learning, function approximation, etc.)

Undergraduate Teaching Assistant   Aug. 2014 to Dec. 2014
RPI, Troy, NY
- Assisted in teaching Computer Science students programming concepts and good practice in Python
- Tutored in course labs and help sessions

Data Perceptualization Studio Research Assistant   May 2014 to Aug. 2014
EMPAC RPI, Troy, NY
- Researched fast data exploration and visualization techniques, and application to visualizing computer file systems

PASSION PROJECTS   *SEE MORE AT WILDROBERT.COM*

Chord Board (VR experience) – An experimental VR musical instrument (github.com/wildr2/ChordBoard)

Tone Jar (Chrome extension) – A playlist for anything (including YouTube or SoundCloud pages), with a tagging system, and intelligent selection of what to play next

False Time (Game) – Networked multiplayer strategy game inspired by Galcon and Achron, in which there is no present, and interesting time travel scenarios ensue (github.com/wildr2/FalseTime)

SKILLS

Programming Languages - C++, C#, C, Python, Java, JavaScript, HTML, CSS, MATLAB, R
Software Development - Unity3D, Android Studio, Vizard3D, MATLAB, R Studio, GitHub, SVN, Processing 2.0
Other - Windows/Linux Environments, Vicon, MS Office, Adobe Photoshop / Illustrator, French (working proficiency)

ACTIVITIES

Intramural Soccer, RPI Foreign Language Club, RPI Game Development Club, RPI Kendo Club, Squadraat (Groningen Squash Club), Hackathons (HackMIT 2015 - Two Sigma's Best Use of Beaker Award)