ROBERT WILD

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OBJECTIVE

Looking for a challenging Winter/Spring 2017 Co-op position with the opportunity to work with and learn from a team of experienced developers (graduation date can be moved to accommodate)

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 (Every Semester); Rensselaer Leadership Award (Scholarship)

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

Affective Computing, Cognitive Computing, Computer Graphics, Game Artificial Intelligence, Natural Language Processing, Operating Systems, Programming Languages (distributed, functional, logic)

EXPERIENCE

Research Assistant and Software Developer   Feb. 2015 to Present
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 experimental software
- 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

Cartesian Piano - A VR instrument designed around computer keyboard and head motion (github.com/wildr2/CartesianPiano)

False Time – 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)

Flock of Forts - A local multiplayer artillery strategy game with deck building elements (wildrobert.com/flock-of-forts)

SKILLS

Programming Languages - C++, C#, C, Python, Java, MATLAB, R
Software Development - Unity3D, Vizard, MATLAB, R Studio, GitHub, SVN, Microsoft XNA, 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 (Game Jam 1st place April 2015), RPI Kendo Club, Squadraat (Groningen Squash Club), Hackathons (HackMIT 2015 - Two Sigma's Best Use of Beaker Award)