

# ROBERT WILD

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## OBJECTIVE

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Looking for a challenging 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

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### **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, Operating Systems, Programming Languages (distributed, functional, logic)

## EXPERIENCE

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### **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

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**Cartesian Piano** - A VR instrument designed around computer keyboard and head motion  
([github.com/wilidr2/CartesianPiano](https://github.com/wilidr2/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/wilidr2/FalseTime](https://github.com/wilidr2/FalseTime))

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

## SKILLS

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**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 and Linux OSs, Vicon, Microsoft Office, Adobe Photoshop / Illustrator, French (working proficiency)

## ACTIVITIES

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Intramural Soccer, RPI Foreign Language Club, RPI Game Development Club (Game Jam 1<sup>st</sup> place April 2015), RPI Kendo Club, Squadraat (Groningen Squash Club), Hackathons (HackMIT 2015 - Two Sigma's Best Use of Beaker Award)