

ROBERT WILD

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OBJECTIVE

Looking for a challenging Co-op position 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 (Every Semester); Rensselaer Leadership Award (Scholarship)

University of Groningen (RUG), Netherlands

Semester exchange 2016, Artificial Intelligence degree program

COURSES

- | | | |
|--------------------------|--------------------------------|----------------------------------|
| ▪ Advanced Logic | ▪ Computer Graphics | ▪ Programming Languages |
| ▪ Affective Computing | ▪ Computer Organization | (distributed, functional, logic) |
| ▪ Cognitive Computing | ▪ Game Artificial Intelligence | |
| ▪ Cognitive Neuroscience | ▪ Operating Systems | |

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.)

Lead Game Developer & Project Manager

Oct. 2015 to Nov. 2015

RPI Game Development Club, Troy NY

- Developed a Unity3D game for the Rensselaer Game Showcase 2015

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

SKILLS

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

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

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

ACTIVITIES

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