

Objective

To find a position where I can apply my software engineering skills and my awareness of design practices to building solutions which allow people to augment the world and themselves.

Education

Carnegie Mellon University, Pittsburgh, PA (August 2010 – August 2011)

- Masters program in Human Computer Interaction
- GPA of 3.50

College of William and Mary, Williamsburg, VA (August 2006 – May 2010)

- Bachelor of Science in Computer Science with a minor in Music
- Overall GPA of 3.42, Computer Science GPA of 3.68

Project Experience

Capstone Project, CMU and SRI International (Spring 2011 – Summer 2011)

- Worked in an interdisciplinary team to explore the applications of AI in the classroom
- Lead development of high-fidelity prototype
- Contributed to report writing and editing
- Participated in user research, data synthesis, and interaction design

Topic_{XP} <http://www.cs.wm.edu/semeru/TopicXP/> (Summer 2009 – Summer 2010)

- Supported by a Chappell Fellowship during Summer 2009
- Visualizes the concepts found in source code and how they interact with one another
- Designed visualization and implemented the tool as a plugin for the Eclipse IDE
- Wrote much of the paper and created the website and video walkthrough
- Tool demo paper was presented at the 2010 International Conference on Software Maintenance

FLAT³ <http://www.cs.wm.edu/semeru/flat3/> (Spring 2009 – Summer 2009)

- Supports developers locating features in source code and recording their findings
- Implemented tool as a plugin for the Eclipse IDE
- Created website and video walkthrough
- Tool demo paper was presented at the 2010 International Conference on Software Engineering

Work Experience

NASA's Wallops Flight Facility, Internship (Summer 2006)

- Designed and implemented software and UI for a touch panel based interface for controlling which video feeds were displayed on which monitors in Wallops' range control center
- Upwards of 100 channels can be displayed on any of around 40 monitors

Selected Technical Skills

Programming Languages: Java, C++, Objective-C Operating Systems: Windows, Mac OS X, Linux
Platforms: Eclipse Platform, Android, iOS Development Tools: Eclipse, Xcode, SVN, CVS, Git