Harrison Linowes
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EDUCATION

University of Maryland, College Park   GPA: 3.5
B.S. Computer Science, specialization in data science

Expected May 2019

Thomas S. Wootton High School

Graduated May 2015

SKILLS

- Python, Ruby, Java, C++, C#, C, Assembly, OCaml
- JavaScript, HTML, CSS
- Relational Databases, PSQL

- Git, Perforce, Jira
- Blender, Unity 3D
- Numpy, Scipy, Scikit Learn, TensorFlow

- Understanding of fundamental Computer Vision techniques such as edge detection and epipolar geometry
- Familiar with data science lifecycle steps such as data collection and analysis
- Understanding of basic machine learning principals and algorithms including linear regression and gradient decent

VENTURES

Polis
Founder

Current

- Polis works with other companies and organizations to enhance their marketing and branding strategies using the latest immersive consumer technologies. Polis is a member of Startup Shell, a startup incubator program at UMD.

NOTABLE PROJECTS

Data Science Tutorial

2017

Created a tutorial covering data science techniques such as data collection, processing, analysis, and visualization, as well as machine learning and hypothesis testing. The tutorial is written in python and uses various libraries on the numpy stack

Screen Printing Quality Control

2017

Using Python, the OpenCV Library and a Raspberry Pi, created an application which can identify misprinted garments. This application utilized CV practices such as perspective projection, image descriptors, feature point detection, and color histograms to determine a misprint.

Raytracer

2016

Using C++ developed a ray tracer to generate images and realistically replicate reflections and lighting of a 3D scene.

RELEVANT EXPERIENCE

Capital One
Data Engineer Intern

Summer 2018

- Worked with tools such as Kafka, Datadog, and Maven to help maintain and monitor the streaming data platform, an application which facilitates the internal transfer of data.

Vectorworks Inc.
Software Engineer Intern

Summer 2017

- Maintained Vectorworks code base written in C++, added features to set application performance settings using C++ and OpenGL, and created locomotion controls for export to WebView feature using JavaScript and three.js

NIH, DIMRC
Software Developer Intern

Summer 2016

- Used C# and object-oriented programming techniques in conjunction with Unity 3D to develop training simulations

VisiSonics
Software Developer Intern

Summer 2016

- Used C++ and the JUCE library to assist in developing platforms to integrate 3D audio into video and virtual reality

RESEARCH

Eyes and Ears of Autism (autismvr.umd.edu)

2016 – Present

- Attempting to bridge the divide between typically developing(TD) cultures and the culture of people diagnosed with Autism Spectrum Disorder(ASD) using virtual reality.

HONORS & ACTIVITIES

- Executive Director of Startup Shell   2018-Present
- Speaker at VR and Healthcare Symposium, Harvard Medical School   March 2018
- President of UMD VR Club   2015-2018