

Seth George

Additional Experience

Full-Stack Software Developer (Contract)

Gopher Sport

Minneapolis, MN

Jan 2018 - Mar 2018

- Work with team to maintain four live websites
- Made bug fixes for the eCommerce websites
- Add features to their content management system

Tools Used: Java, Spring, JavaScript, MySQL, Thymeleaf, Broadleaf, and Trello

Project: This job was to work through the usual list of bugs that accompany a platform launch, as well as add some new features that were to be included shortly following the site launch, such as adding custom features to the CMS that help control front-end content display.

IT Technician (Contract)

Proactiv IT

San Francisco Bay, CA

Jun 2016 - Dec 2016

- Set up workstations for tech companies in the Bay Area
- Was deployed to Inuit, LinkedIn, and Palantir, among others
- Lead teams and provided training for new hires

3D Graphics Designer

Department of Education Ames, IA

Summer of 2015

- Made 3D assets for virtual classroom
- Created meshes and textures with Maya and Photoshop
- Models were donated to the open source community

IT Intern

Barilla

Ames, IA

Summer of 2013

- Sole on-site IT Technician in the entire plant
- Diagnosed issues and performed general hardware troubleshooting
- Lead training on computer use instruction and software tool use

IT Technician and Help Desk

Iowa State University

Ames, IA

Aug 2011 - May 2016

- Built computer labs for both faculty and student use
- Provided customer service as helpdesk and answering tickets
- Developed system for deploying hardware and software

Additional Projects

Worldbuilder

Self

2018 - Present

Tools Used: C#, Unity3D

Project: Worldbuilder is a fantasy world generator in the same vein as Civilization, Endless Legend, or Dwarf Fortress. In its current form, it is a hex grid made by generating a series of 3D meshes to represent tiles of varying elevations and biomes with rivers and towns. Next I will work on writing algorithms for pathfinding within the generated environment, and eventually create a system for the npc denizens of this world will interact in the world and either adapt and thrive or die out. A tangential goal is to procedurally generate encounter tables, maps, and quests for tabletop games such as D&D.

Al.one

Self

2016 - 2018

Tools Used: C#, Unity3D

Project: Al.one is a space mystery virtual reality game developed in Unity3D. I was the producer and project owner of a multidisciplinary team. As lead, I was responsible for ensuring communication and team cohesion, making sure tasks are completed, and fulfilling any roles needed such as software engineer, software architect or technical artist.

Senior Design Project

Iowa State University

2016

Tools Used: Java, JDBC, Python, and SQL

Project: The project name given by the professor was Machine Learning and Big Data: From Data to Decision Making with Application to Advertising and Promotion of a Steam Game. The idea was to build a graph of nodes from the information gathered via the Steam API and crawling the user and game profiles. After feeding that information into our neural network, we would be able to determine a given game's critical user nodes within its player base and see how much influential pressure that user puts on adjacent nodes within a cluster. Basically, it determines who are the trend setters within a group friends, and thus how to spread publicity via word of mouth the most efficiently.

Mind Maze

Iowa State University

2014

Tools Used: C++, OpenGL, and QT

Project: Mind Maze was a group project for a Software Development Practices course at Iowa State. The goal was to use an EEG to register brain wave patterns as neural event triggers. We can then use those triggers to allow the user to navigate through a randomly generated 3D maze with thought.

Mars Rover

Iowa State University

2013

Tools Used: Embedded C, iRobot Create, and a Cerebot II board with an ATmega128 microcontroller

Project: The goal was to navigate through an obstacle course using data gathered via the various sensors mounted on the robot. We also implemented a GUI of ASCII characters to display what the robot saw on our computer console. This project taught me about pointers, bit shifting, and events.