

Seth George

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Summary

I'm a software developer with +3 years of experience working in C#. My goal is to gain experience working in the graphics pipeline or working with VR and other emerging devices and technology.

Languages

C#
C++
C
JavaScript
WebGL

Tools

Unity
Visual Studio
Git
Jira
Google Workspace

Skills

Agile
Scrum
Project Management
Troubleshooting
Active Listening
Attention to Detail
Willingness to Learn

Work Experience

Business Automation & Operations Consultant

Keller Williams Silicon Beach Los Angeles, CA Nov 2019 - Present

- Discuss business strategy with clientele
- Organize and automate business processes
- Architect and implement automation solutions

Tools Used: Google Workspace, Process Street, Airtable, and Trello

Project: I organize and automate processes for real-estate agents to optimize their value chain. Some examples include organizing and templating emails or other common basic tasks, documenting business processes in detail so they can be accurately automated, and implementing the automation logic.

Software Engineer

Optum Minneapolis, MN June 2018 - Mar 2019

- Wrote automation for healthcare applications
- Wrote acceptance tests to enforce acceptance test-driven development
- Organized and extended documentation on standards and procedures

Tools Used: C#, OpenSpan, SpecFlow, NUnit, Gherkin, Confluence

Project: The Advocate for Me OpenSpan team is responsible for making a desktop assistant for healthcare advocates. This desktop assistant uses robotic processes to gather information from many different applications and forms, and automate work like tedious manual data entry tasks with the gathered information.

Education

Iowa State University of Science and Technology

Class of May 2016

Software Engineering, Bachelor of Science

Psychology (Cognitive Focus), Bachelor of Science

Virtual Reality Researcher and Developer (Independent Study)

ISU VR Navigation Lab

Ames, IA

Jan 2013 - May 2016

- Created the 3D virtual environment for VR experiments
- Wrote python scripts for Vizard to conduct studies
- Published for study on depth perception in the virtual environment

Tools Used: Python, Vizard, and Maya

Project: The paper was titled "Comparison of Two Methods for Improving Distance Perception in Virtual Reality". The study was on why people underestimate distances in virtual environments. We used a replica of a real-world environment to see if it reduced the acclimation period for the virtual environment.

Additional Experience

Full-Stack Software Developer (Contract)

Gopher Sport *Minneapolis, MN* *Jan 2018 - Mar 2018*

- Worked with team to maintain four live websites
- Made bug fixes for the eCommerce websites
- Added 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 helps control front-end content display.

Robotics Lab Technician

Osaro *San Francisco, CA* *Dec 2016 - Aug 2017*

- Collected data to evaluate the machine learning experiments
- Piloted and maintained robots
- Wrote C++ and Python code to pilot robots with Vive controllers

Tools Used: C++, Python, OpenVR API, and Zenhub

Project: At Osaro, a startup focused on machine learning, my job was to perform tasks via the robot to collect mentor data for the research scientists. This data was used in the creation of neural networks. I performed analysis and curation of data while working within nearly all ongoing projects, reporting findings directly to the CEO.

IT Technician (Contract)

Proactiv IT *San Francisco, CA* *Jun 2016 - Dec 2016*

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

3D Graphics Designer

Department of Education *Ames, IA* *Summer of 2015*

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

IT Intern

Barilla *Ames, IA* *Summer of 2013*

- Only on-site IT Technician in the entire plant
- Diagnosed issues and performed general hardware troubleshooting
- Led 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 a system for deploying hardware and software

Personal 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 to interact in the world and evolve in relation to the environment and their neighbors. A tangential goal is to procedurally generate encounter tables, maps, and quests for tabletop games such as D&D.

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 the user puts on adjacent nodes within a cluster. Basically, it determines who are the trendsetters within a group of 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.