Robert Chatterton

Locally in Boston, Massachusetts | Permanently in Southport, Maine | Available from January – August 2021
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Education

Northeastern University, Boston, MA — Sept. 2018 – Present
Khoury College of Computer Sciences — Expected May 2023
Bachelor of Science in Computer Science, GPA 3.15 / 4.0
Coursework: Natural Language Processing, Object-Oriented Design, Computer Systems, Algorithms, Fundamentals of Cybersecurity, Embedded Design, Fundamentals of Computer Science II, Discrete Structures, Differential Equations, Linear Algebra, Calculus II

The King's Academy High School, Sunnyvale, CA, GPA 4.15 / 4.0 — June 2018
Coursework: Advanced Placement (AP) Computer Science Principles, AP Statistics, AP Calculus BC
Activities: Varsity Football Team Captain, National Honor Society, California Scholarship Federation

Technical Skills

Proficient: Java, C++, Python 3
Familiar: C, SQL, HTML 5, CSS3, Assembly, Markdown, JavaScript
Software: Git/Github, Linux/Unix, Vim, AutoCAD, Solidworks, Simulink, MATLAB, Adobe Photoshop, After Effects, Illustrator, GIMP, Processing, Unity, Jekyll, LaTeX, Windows 10

Technical Projects

Animation Program *(Java)* — June 2020
- Programmed an application in Java that displays, describes, and edits animations utilizing the model/view/controller design pattern
- Reads in a formatted animation text file, can export to a descriptive text file or an SVG animation
- Editor includes playback controls as well as keyframe editing capabilities

Simple Sequential Processor *(Simulink)* — April 2020
- Designed an 8-bit binary sequential processor in Simulink with addition, subtraction, multiplication, bitwise "AND", and register capabilities

Minesweeper *(Java)* — April 2020
- Recreated the popular game "Minesweeper" in Java

MNIST Database Image Classification *(Racket)* — November 2019
- Designed an image processing program using Racket
- Utilized a K-Nearest Neighbors algorithm to determine the handwritten digit in an image, training the program with the MNIST database of handwritten digits

Autonomous Light Sensing Robot *(C++, Arduino)* — April 2019
- Engineered an autonomous robot using an Arduino Uno programmed with C++
- Integrated ultrasonic distance sensors and photoresistors to travel to the light source in a dark room

Experience

Horticultural Intern, *Coastal Maine Botanical Gardens – Boothbay Harbor, Maine* — Summer 2018 – 2020
- Landscaped and designed new garden expansions and collaborated with team to handle larger projects
- Supported customers by providing directions and answering their inquiries
- Recognized by the department head for diligence and eagerness to tackle many of the more demanding tasks

Interests

Video Editing and Special Effects, Aquariums and Fishkeeping, Skateboarding