ALEXANDER ADKINS

Software Engineer

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WORK EXPERIENCE

Quidient
Software Engineer

APR 2023 - PRESENT
COLUMBIA, MD

- Led, designed, and developed end-to-end applications for contracts using C++ and Python garnering 2 million dollars
- Developed computer vision demonstrations resulting in XXX million dollar deal with a fortune 500 automotive company
- Developed and maintain Python shell scripts integrated with Linux and Windows desktop wxWidget front ends
- Designed and implemented binary serialization of structured data using protobuf and SQLite, reducing saved data size by 70%

Code In The Schools
Game Development Instructor

MAY 2021 - DEC 2022
BALTIMORE, MD

- Taught courses on the Unity Game Engine accredited by the University of Baltimore
- Taught after-school Unity game engine courses to teens

SOFTWARE PROJECTS

Explorable Condo: Photogrammetry - WATCH

2024

- Imaged a condo and processed images into a 3D mesh
- Imported mesh into Unity and coded a custom player controller in order to explore scene using C#
- Used public geological survey data to visualize the surrounding region with a point cloud

Shades of Autumn - WATCH   PLAY

2022

- Designed and coded a 3D exploratory game created using the Unity engine with C# scripting
- Coded systems such as a game controller, quest manager, ladder system, movement system, low resolution aesthetic, dialog system (fully scalable scripts to apply to any npc)

Voice Activated Vending Machine - WATCH

2022

- Coded a voice-activated vending machine that may be used in Unity Projects
- Used nixon-voxell's custom Unity package UnityNLP in order to train a Naive Bayes classifier model
- Used the trained model in conjunction with the Unity's DictionRecognizer API in order to parse input from a microphone and facilitate an order.

Cannonball the Clown - WATCH   PLAY

2020

- Designed and coded a procedural rouge-like dungeon game.
- Coded a procedural map creation system, along with game controllers and enemy ai scripting
- Handpainted all art assets

SKILLS

Languages

- C++
- Python
- HTML/CSS
- Java
- C#

Toolkits

- Unity
- Unreal
- wxWidgets
- VTK
- OpenCV
- React.js
- Node.js
- SQLite
- OpenGL
- Git

EDUCATION

University of Maryland, Baltimore County

2018 - 2022

- Bachelor of Computer Science