

DOUGLAS WINEGARDEN

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EDUCATION

University of Washington

BA Applied Computing, minor in Education and Society

Sep 2016 – Dec 2018

Bothell, WA

- GPA: 3.62

Bellevue College

AA Arts and Sciences

Sep 2013 – Jun 2016

Bellevue, WA

RELEVANT WORK EXPERIENCE

Pacific Science Center

Lead Teacher

Apr 2017 – Aug 2017

Seattle, WA

- Developed introductory Java curriculum
 - Developed introductory C# curriculum for students using Unity and VR headsets
 - Directed a classroom of 20 students
 - Taught Javascript, Java, and Arduino robotics
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SKILLS

- Programming Languages: C#, JavaScript, Python, C++, Java, HTML/CSS, SQLite
 - Tools: Unity, Visual Studio, OpenCV, Unreal Engine
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PROJECTS

VR Fort Builder C#, Unity

<https://github.com/DougWinegarden/VR-Fort-Builder>

A virtual environment that features cross-platform interaction between Vive, Oculus, and PC users. Made in Unity using the Augmented Space Library.

Shoot Duck C#, Unity

code available upon request

A fun Virtual Reality prototype similar to a carnival shooting game.

3D ESU Visualization C#, Unity

code available upon request

A 3D representation of the ESU algorithm used to detect network motifs in undirected graphs. Uses the same .txt file format input as FANMOD.

Code Quest JavaScript

<http://students.washington.edu/d3wine/CodeQuest/>

A collection of educational mini-games that teach beginner programming concepts. Features lessons and games for boolean logic, data types, and syntax.

Discord Pets Python, SQLite

<https://github.com/DougWinegarden/Discordgotchi>

A Discord bot that emulates a cute pet to care for. Developed at UWB Hacks Hackathon and received an award from the Association for Computing Machinery.

Eye Tracking C++, OpenCV

code available upon request

Using a webcam or USB camera, this program tracks user eye and iris position using the OpenCV library.