



Objective

To apply skills related to the fields of neural prosthetics, systems neuroscience, biomechanics, and biomedical electronics.

Skills

Programming / Scripting Languages

- » C++ 11, C# 5.0, LaTeX, JavaScript, Ruby 2.1.3, Java 7, Processing 2.2, HTML 5, CSS 3, Lua 5.2.x, Haxe 3.2, Arduino 1.6.5, python 2.7.10
- familiar: C99

Software

- » Git, Subversion, Unity 5, Visual Studio, Eclipse, Qt 5, Arduino, Unreal Engine, Energia, FL Studio 11, Sunvox, Audacity, Excel, Overleaf, MATLAB 2015, Waveforms, KiCAD, EAGLE
- familiar: Solidworks 2015, LabVIEW 2015, Maya 3D, Ableton 8, CNC code

Frameworks and Technologies

- » flambe, canvas, Windows Forms, qCustomPlot, PHP, SQL, SQLite, node.js, OpenGL (with and without Qt)
- familiar: Ruby on Rails 3.2

Hardware and Related Tools

- » Multimeter, Capacitance meter, Oscilloscope, Arduino Micro and Uno, Beaglebone, Oculus Rift, Myo, EMG, EKG, nodal & mesh analysis, 3D printing, Emotiv EPOC+ EEG headset, analog filter design

Lab Skills / Tools / Cell types

- » Agarose Gel Electrophoresis, Chromatography, Hemocytometer-based cell counting, raising suspension and adherent cells (P388, CHO), light microscopy, aseptic technique, fluorescent microscopy, chicken embryo primary cell cultures (cardiomyocytes, neurons, etc.), EMG / EKG / EEG, 3D printing prosthetics

Spoken/Written Languages

- » Japanese (spoken and kana only)
- familiar: Italian, Hebrew, French

Work Experience

Spine and Wellness Centers of America – Hollywood, FL Position: Medical Virtual Reality Researcher June 2016 – Present

- » Design and Development of 3D Virtual and Augmented Reality environment and custom VR UI system
- » Designed a system for Unity for Data acquisition and recording from multiple devices (photoplethysmography, surveys, electroencephalography / written in C#)
- » Created extensive documentation of hardware/software setup for project to enable easy replication
- » Interacted with hospital IRB and participated in research redesign and approval process

Interactive Games and Media Department, RIT – Rochester, NY Position: Medical Game Designer January 2017 – Present

- » Designed and programmed a project to teach students at the University of Rochester’s medical school about maternal physiology
- » Led team of Game Developers and collaborated with professors and doctors
- » Analyzed hundreds of documents publishing the physiological behaviors associated with gestation

Academics

Rochester Institute of Technology – 3.76 GPA (Consistently on Dean’s List) August 2012 – Present

- » Majors: Biomedical Engineering & Game Design and Development
- » Minors: Electrical Engineering & Japanese

Organizations

- » RIT Game Developers Club (President) (Making games, teaching others how to make games) January 2013 – Present
- » Phi Sigma Pi: Delta Alpha Chapter (Member) (National Honor Fraternity) November 2013 – Present
- » BMES local chapter (Webmaster) (Student national member) September 2015 – Present
- » IEEE (Student national member) (Avid reader of research) September 2015 – Present
- » RIT Launch Initiative (Avionics, Member) (Design of a 10ft rocket with 10lb payload) August 2015 – Present

I am human subjects research certified with several academic organizations. Please note that not all of my available skills and certifications are listed on this document as I have too many to fit on this single page document. For more clarification, please contact me or refer to my linkedin. <https://www.linkedin.com/in/argzero>