Holden Adamec

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EDUCATION

University of California San Diego **La Jolla, CA**
Computer Engineering Major Class of 2024
- 3.7 GPA

Los Gatos High School **Los Gatos, CA**
- 4.4 GPA Class of 2020

EXPERIENCE

Autonomy and AI Intern **Poway, CA**
General Atomics Aeronautical Systems Summer 2022

- Wrote python interface to allow toy RL model to be run on a physical aircraft. News article link **here**
- Dockerized code environment for easy testing on different systems and quick deployment
- Optimized docker image from 14GB to under 2GB and reduced build time with multistage build
- Documented code using UML diagrams and python docstrings for successful deployment after leaving

Virtual Tech Camp Instructor **Los Gatos, CA**
iD Tech Summer 2021

- Coached a group of students with little to no experience on the basics of Javascript and game dev
- Designed a custom curriculum tailored towards the interests and skill level of my students

Member **San Diego, CA**
SEDS@UCSD October 2020 - June 2021

- Programmed ground control software in python for remote communication with a test stand
- Designed custom PCBs and selected sensors for avionics of a hydrogen peroxide monoprop rocket

Robotics Team Programming Lead **Los Gatos, CA**
FRC Team 972: Iron Claw September 2017 - June 2020

- Managed a 14 student programming team while working with other subteams to create requirements
- Trained more than 20 students in basic programming concepts and control systems design
- Used GitHub Project board and scrum daily standups to ensure smooth development and integration
- Wrote and tuned PID controllers to precisely control integral elements on competition-winning robots

PROJECTS

Discord Digest Bot **Python, MongoDB, Heroku**

- Developed functions using mongoose to interface the discord bot with a MongoDB Atlas cluster
- Setup Heroku to host bot and automatically deploy new changes when code is pushed to GitHub

Ray Tracing Project **C++, OpenGL**

- Wrote a from-scratch ray tracer in C++ which was capable of rendering triangle mesh scenes

SKILLS

Languages: Python, Javascript, Java, C++, C, HTML, CSS, Bash
Software: Docker, Git, GitHub, Unix, MongoDB, Nginx, Node.js, OpenCV, Heroku, Vim, OpenGL, Figma
Coursework: Advanced Data Structures, Design & Analysis of Algorithms, Software Tools & Techniques, Software Engineering, Computer Graphics, Linear Algebra