Cameron Dugan

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EDUCATION
Wentworth Institute of Technology (WIT) | Boston, MA   August 2024
Bachelor of Science in Computer Science
Major GPA 3.5/4.0, Overall GPA 3.4/4.0
Dean's List Fall Semester 2021
Related Courses: Machine Learning, Architecture and AI, Algorithms, Intro to Data Science

EXPERIENCE
AI Development Intern | Island Exterior Fabricators | Boston, MA   Sep 2023 – Dec 2023
- Developed multiple AI network architectures to adjust manufacturing drawings for clarity
- Automated improvement in clarity and accuracy of essential manufacturing drawings.
AI Research Assistant | WIT | Hybrid Boston, MA   Jun 2023 – Sep 2023
- Developed novel a neural network training loop for adversarial AI purposes
- Automated 3D rendering essential for training the model
AI Research Assistant | WIT & Amazon | Hybrid Boston, MA   Jan 2023 - Apr 2023
- Developed Python automations and visualizations for AI model finetuning
- Modified site-packages to setup a Raspberry Pi 4 to run our TensorFlow model
- Orchestrated file synchronization for final AI finetuning tech demo
ABAP Intern | Charles River Labs | Remote Wilmington MA   Jun 2022 - Aug 2022
- Learned and practiced SAP + ABAP Development Methodologies
- Automated email tasks in Microsoft Power Automate

PROJECTS
Genetic AI Algo | Rust (Individual) | https://gitlab.com/cameron.dugan/genetic-algorithm-in-rust
- Created a simple and clean parallel genetic algorithm in Rust using the standard libraries
AutoDrop Project | Python (Group) | github.com/camerondugan/AutoDrop
- Developed multi-threaded peer to peer client for automatic file transfer
- Created a folder structure for incoming files by client to avoid overwriting same named files
- Programmed multi-threaded local network peer discovery
Abstract Art Generator | Python (Individual) | camerondugan.com/blog/dream-bot
- Created an image in-painter using adjacent pixel statistics from given image-set
- Generates tangent pixel probabilities for any given color in an image or set of images
- Wrote code to fill empty pixels given surrounding pixel based on stored probabilities
Succulent Multi-platform App | Flutter/Dart (Individual) | Google Play Store
- Designed plain-text back-end for quick save state editing
- Included a dynamic and smooth card-like interface with Flutter

SKILLS
Programming Languages: Golang, Python, C++/C, Java, Rust, Lua, Dart, Assembly, R
Front End Platforms: VR Software in Godot, Desktop & Mobile in Flutter, Desktop GTK4 in Rust

ACTIVITIES
VR Jam | Wentworth VR Event | Participant   July 2023
- Adapted a game I made to run in vr using movement mechanics from Gorilla Tag
AAAI Conference | Artificial Intelligence Conference | Student Presenter   February 2022
- Researched AI's potential impact on Agriculture in Africa
MIT Battle Code | Programming Competition | Competitor   Every January in 2020-2024
- Led a team to solve problems such as path-finding and multi-threaded map discovery & communication
- Finished 13th in Finals of 2020 and 18th US Qualifying of 2022
Boy Scouts of America | Troop 272 | Eagle Scout   August 2020
- Held leadership roles and developed skills for working with and leading teams of young adults
- Led and funded a project to build 4 picnic tables for Sargent Park in Nashua NH