

# Edward Deaver, IV

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## SUMMARY

A creative technologist adept at building interactive installations, interfacing with undocumented technologies, and learning on the job. My goal is to make the world a better place.

## SKILLS & LANGUAGES

- **Languages:** Python, JavaScript, C++
- **Frameworks/Libraries:** P5.JS, openFrameworks, React.
- **Programs:** Adobe Creative Suite, Figma, Blender, Max.
- **Other:** Raspberry Pi, Arduino, Redis, Digital Ocean, Git, Physical Prototyping, MIDI.

## EXTERNAL EXPERIENCE

- MIT Reality Hack '23 - AR/VR Hackathon: Hardware Track
  - Worked in 5-person team to create a VR experience for Oculus Quest 2 that utilized Csound as a synthesizer, Unity, ESP32 to create an interactive experience to teach about the physics of sound.
- Hack Upstate Fall 2020 - Is the mail here yet? – TensorFlow, OpenCV)
  - Python application that used TensorFlow, OpenCV to send an email when a mail truck was visible.

## WORK EXPERIENCE

**Syracuse University** **June 2022 – Present**  
*Full Stack Web Developer* *Syracuse, NY*

- Creating Augmented Reality experiences using generated 3D models of Syracuse University for donor engagement.
- Utilized TikTok Effect House to produce Augmented Reality filter to increase social engagement.
- Developing Django / Wagtail applications.

**Evolent Health** **December 2020 – June 2022**  
*Splunk Engineer* *Remote*

- Worked with Security Operation Center to understand our data collection.
- Develop Python applications that utilized data sources such as CrowdStrike API to gain insights on our assets.
- Worked with Azure AD to implement Zero-Trust policies.

**Office of Accountability Performance and Innovation (Syracuse City Hall)** **August 2019 – January 2020**  
*Research Software Engineer (Bachelors Capstone)* *Syracuse, NY*

- Created interactive installation to explain the Internet of Things and data collection.
- Utilized Arduino and Raspberry Pi hardware in addition to distance sensors and addressable LEDs; as well as AWS.
- A detailed report can be read on my [portfolio](#).

**Office of Accountability Performance and Innovation (Syracuse City Hall)** **Jan 2019 – August 2019**  
*Storytelling Intern* *Syracuse, NY*

- Worked with group to produce media that told the story of office initiatives.
- A detailed report can be read on my [portfolio](#).

**Office of Accountability Performance and Innovation (Syracuse City Hall)** **May 2018 – December 2018**  
*Software Engineer (Internship)* *Syracuse, NY*

- Created proof of concept real-time snow-slow mapping application utilizing Verizon Fleet Tracking API, AWS, Tile38, Mapquest API, and open-data.
- A detailed report can be read on my [portfolio](#).

## EDUCATION

**Le Moyne College** **May 2020**  
*BA, Computer Science (Communications Minor)* *Syracuse, NY*

- Honors: Medal for Excellence in Computer Science, Medal for Scholarly Regional and Urban Applied Research.