

Team Inventory

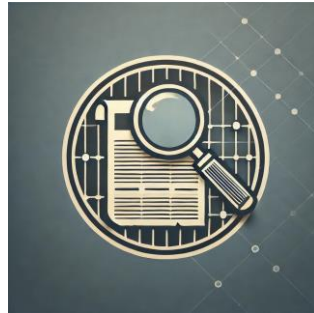
Team: INSIGHT

Sponsor: Mike Taylor

Faculty Mentor: Scott Larocca

Team Members:

Joshua VanderMeer, Michael Vertin,
Aidan Herbert, Forrest Hartley



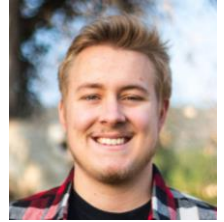
Date: 9/30/2024

The purpose of this team inventory document is to introduce our team members briefly. The following pages briefly outline each team member's training, skills, and relevant experience.

Joshua VanderMeer

Major: Computer Science

Hometown: Fort Collins, CO



Education:

- Rocky Mountain Highschool - GPA: 4.0
- Northern Arizona University (NAU) - GPA: 3.76
 - CS345 Database Systems
 - CS386 Software Engineering
 - CS440 Software Architecture

Work Experience:

Software Engineering - Hewlett Packard Enterprise - 2024

- Contributed to building a new SDK from scratch, with a focus on software unit testing using Catch2 and Google GTest frameworks.
- Gained advanced skills in reading and understanding team members' code to adapt it for testing needs, ensuring smooth integration.
- Successfully added unit tests for code written by others, improving overall code quality and reliability.

Software Engineering - Hewlett Packard Enterprise - 2023

- Worked on a complete REST API framework and developed a full-flow API in Java, JNI, and C/C++.
- Developed skills with git, Github, Jira, general teamwork skills, and learned about the whole software development process for a new feature.
- Proficient in problem-solving and coding, leveraging analytical thinking, and developing efficient and effective solutions for diverse software engineering challenges.

Skills:

- Python Programming
- C++/C and Java Development
- Software Unit Testing
- API Development

Other Interests:

- **Hiking:** Enjoy hiking in the Flagstaff
- **Skiing:** Enjoy skiing all around the country most at Arizona Snow Bowl.

Michael Vertin

Major: Computer Science

Minor: Mathematics, Electrical Engineering

Hometown: Gilbert, AZ



Education:

- Highland High School - GPA: 3.94
- Northern Arizona University (NAU) - GPA: 3.73
 - CS345 Database Systems
 - CS440 Software Architecture
 - CS470 Artificial Intelligence

Software Engineering - NAU CS386 - 2024

- Contributed to a system to identify users based on their typing style.
- Developed skills in Github, C++, and Python.
- Learned how to create modules that can easily be implemented and used by other individuals.

Chess - *Personal Project* - 2023

- Developed a system to support the complex motion and abilities of a variety of piece types.
- Gained skills in evaluating the strength of potential actions, and using that information to effectively automate decision making.

Skills:

- C, C++, C#
- Python, SQL
- OOP
- Optimization
- Parallel Programming

Other Interests:

- **Game Development:** Enjoy creating small games with free time.
- **Number Theory:** Enjoy finding patterns in numbers.
- **Resource Management:** Identifying the optimal use of resources.
- **Strategy Games:** Enjoy finding strategies to maximize progression.

Forrest Hartley

Major: Computer Science

Hometown: Sedona, AZ

Education:

- Sedona Red Rock High School - GPA: 3.92 (unweighted)
- Northern Arizona University (NAU) - GPA: 3.84
 - CS345 Database Systems
 - CS480 Operating Systems
 - CS470 Artificial Intelligence



Work Experience:

Teaching Assistant/Grader - Northern Arizona University - 2024

- Worked closely with the schools professor for Automata Theory to grade homeworks weekly and provide feedback on on assignments
- Hosted Weekly office hours to assist students with problematic material.

Projects:

Software Developer and Lead Designer - Codagotchi | Tomagotchi inspired VSCode extension

<https://github.com/pixl-garden/codagotchi>

- Integrated essential tools for pixel art creation on in-game postcards
- Implemented features for in-game room customization, mining, and fishing
- Worked to integrate the transmission of postcard and room data between devices in order to establish efficient data synchronization and user to user communication
- Led the design and implementation of UI/UX elements

Skills:

- Web Development with tools such as TailwindCSS, React, SASS
- Python Programming
- C++/C
- 3D web development and animation with Three.js and Tween.js
- UX/UI

Other Interests:

- **Climbing:** I enjoy bouldering at the nau fishbowl and local bouldering gym.
- **Game Development:** I enjoy working with friends to create simple games.
- **Snowboarding:** I try to spend some time on the mountain each season.

Aidan Hebert

Major: Applied Computer Science

Hometown: Dallas, TX



Education:

- North Forney High school - GPA: 3.8
- Northern Arizona University (NAU) - GPA: 3.7
 - CS345 Database Systems
 - CS386 Software engineering
 - CS470 Artificial Intelligence

Work Experience:

ITS Classroom Support - *Northern Arizona University 2021 - 2024*

- Provided rapid, on-the-spot troubleshooting for AV systems
- Installed, configured, and maintained complex audio-visual systems for a variety of events and educational settings
- Addressed hardware and software issues for end users across campus

Teaching Assistant/Grader - *Northern Arizona University - 2023*

- Provided feedback and support to students in the CS136 class & lab
- Graded a variety of assignments and projects given specific criterias

Skills:

- C, C++, C#
- Python
- Object Oriented Design
- Mobile Development
- Game development

Other Interests:

- **Game Development:** I enjoy working on small personal projects.
- **Computer Hardware:** I enjoy working with computers and putting together various types of systems