PIERCE STEGMAN

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EDUCATION

University of Alabama, Tuscaloosa, AL

August 2016 - Present

Candidate for B.S. in Computer Science, GPA: 4.00

SKILLS

Programming Languages: JavaScript, Java, Python, HTML, C/C++, PHP **Frameworks & Libraries:** Node.JS, AWS, Android, Handlebars, Qt, Unity

WORK

Human-Technology Interaction Lab

August 2017 - Present

University of Alabama, Tuscaloosa, AL

- Conducting EEG based brain-computer interface research for brain-computer interaction
- Research in signal processing, machine learning, and BCI implementation

Laboratory for Immersive Communication

May 2017 - August 2017

University of Alabama, Tuscaloosa, AL

Researched signal processing techniques for high efficiency 360-degree video encoding

Nolij Consulting April 2015 – Present

Vienna, VA

- Created and maintains current website
- Performs hardware and software repairs on computers

PROJECTS

WebBCI

- JavaScript-based signal processing and machine learning framework for brain-computer interfaces
- Allows brain-computer interaction in a fully web environment

MyoThreeArm

- Developed a wave categorization algorithm to interpret muscle movements from an EMG
- Categorized unique gestures ranging from a closed fist to letters in sign language

TOS-AI

- Al which converts long legal documents into shorter bulleted summaries
- Allows for quick review of a service's Terms and Conditions

Subtoshi

- Cryptocurrency exchange with greater precision in price values than other exchanges
- · Processed thousands of dollars in transactions

Spacebowl

- Virtual reality bowling game built using EMG muscle readings to provide user control
- Detects user's arm and hand position to immerse user in game

Dashcoin Wallet GUI

- A Qt based cryptocurrency wallet designed for the cryptocurrency Dashcoin
- Used by over 7,000 people

SoundAir

- Virtual piano built using infrared detection of a user's hand position
- Allows user to place 3"x5" index cards on a table and play them as piano keys