

GARRICK BRAZIL

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Education

Michigan State University - East Lansing, MI

- PhD Computer Science, Fall 2016 - Present
- Focus on deep learning, computer vision, object detection, semantic segmentation

Kettering University - Flint, MI

- Bachelors of Science in Computer Science, 2015, 3.85/4.0 GPA
- Dual concentrations in Data Security, Computer Gaming

Employment

Pixo Group (*Southfield, Michigan from October 2015 – April 2016*)

- Software Engineer: development for interactive digital applications in the realms of mobile, web apps, animation, and virtual reality using HTML5, Javascript, CSS3, and Unity.

Bosch Car Multimedia (*Novi, Michigan from April 2013 – June 2015*)

- System Test: performed formal testing, diagnostics, and bug patching on embedded infotainment systems.
- Software Engineer: developed internal automation applications, a speech driven mobile application using Nuance speech system, route calculation analysis, and an OpenCV multi-camera system.

Iron Galaxy Studios (*Chicago, Illinois from October 2012 – December 2012*)

- Software Engineer: maintained project buildbot, developed google gadget plugins for Atlassian products, and implemented a custom dashboard system for project management using JSlate.

Skills

- MATLAB, Python, C++, Caffe, OpenCV, Java, Javascript, HTML5, CSS3, Android, Cordova, OpenGL, Unity, C#, jQuery Mobile, Foundation, Bootstrap, Sass, GSAP, LabVIEW

Awards

- Michigan State University - University Enrichment Fellowship, 2016
- MITRE Cyber Challenge Team Leader - 4th Place (of 96 teams), 2015
- Kettering University - Upsilon Pi Epsilon, 2014
- Kettering University - Kettering "Impact" Contest Winner, 2014

Projects

Monocular Camera-based Pedestrian Detection - 2016 to Present

Monocular urban pedestrian detection system featuring simultaneous detection and segmentation, network fusion, and a cascade of specialized networks. For details visit <http://cvlab.cse.msu.edu/project-pedestrian-detection.html>

Multipi - 2015

Unity game written in C#, based on an imaginary operation called multipiecation. The objective is to throw pies at other pies such that when they collide they multiply. Score is kept in terms of Pi and Pies.

KetteringJS - 2015

Javascript API framework created to abstract useful data extraction from Kettering University, including information for news, events, student services, and much more. Combination of restful calls, web scraping, and authentication.

KUMobile - 2014

Mobile utility application for Kettering University compiled with Phonegap for iOS, Android, and Windows. The mobile app contains features such as News, Events, Directory, Library, Scheduler, Campus Map, and much more.

Delinquency - 2014

Geo-location based Android game with two modes: cops and robbers. The player must physically go to locations to virtually steal an item while in robber mode or to catch a robber during cop mode. Basic route driven AI.

Lightsaber Simulator - 2013

Simulates and projects 3D lightsabers from a webcam feed in real-time onto targets using OpenCV and OpenGL.

Refer to garrickbrazil.com for sample code and further details.