

# Robert Eads

(972) 400-8113 • [robert.f.eads@gmail.com](mailto:robert.f.eads@gmail.com) • [roberteads.github.io/](https://roberteads.github.io/) • [linkedin.com/in/robert-eads](https://linkedin.com/in/robert-eads)

## EDUCATION

---

### Texas A&M University

*Bachelor of Science in Computer Science, Minor in Business  
College of Engineering*

**College Station, Texas**

*May 2024*

*Cumulative GPA: 3.91/4.00*

Honors: College of Engineering, Computer Science, Dean's Honor Roll

Relevant Courses: Data Structures and Algorithms, Computer Graphics, Data Visualization, Analysis of Algorithms, Discrete Structures for Computing, Parallel Computing, Computer Systems

## EXPERIENCE

---

### Texas A&M University

*Undergraduate Research Scholar, Department of Computer Science & Engineering*

**College Station, Texas**

*August 2023 – Present*

- Conducted comprehensive literature reviews to identify resources related to communities' inaction on climate change
- Implemented a program using Unreal Engine 5 in mixed reality to localize typical hazards of rising sea levels
- Established objectives surrounding future use of the program to combat psychological distancing's effect on users

### Cvent

*Software Engineering Intern*

**Dallas, Texas**

*June 2023 – August 2023*

- Expanded code coverage of React JS-based web application with Unreal Engine 5 backend using Jest methodologies
- Executed automated scripts to ensure seamless data migration between modeler and developer AWS servers
- Visualized metrics in over a dozen graphs using Datadog to increase observability and focus on boosting performance

### General Motors

*Software Developer Intern - Virtual Reality*

**Remote**

*June 2022 – August 2022*

- Integrated newly created features, using Unreal Engine 4, into existing code base of over 14,000 files
- Collaborated on a team of more than 18 members to design, update, and debug code-base components
- Refactored vital sections of single-player code base to enable development and implementation of multiplayer features

### Morphi Blockchain Consulting

*Lead Web Developer/Python Bot Developer*

**Remote**

*February 2022 – June 2022*

- Corresponded with clients directly to ensure product quality and meet constantly changing needs in a creative way
- Spearheaded creation of client websites using React JS to meet customer requirements on a project-by-project basis

## PERSONAL PROJECTS

---

### Stutter Speak VR

*Lead Developer/Designer*

**Dallas, Texas**

*May 2021 – August 2021*

- Brainstormed program concept focused on assisting those who stutter in improving their public speaking
- Collaborated with medical professional and licensed, certified speech-language pathologist, Tricia Krauss-Lehrman
- Developed application using Unreal Engine 4 with C++ & Blueprint
- Created systems to track, record, save, and display user data, provide feedback, and handle physics interactions
- Published application, Stutter Speak, on Oculus App Lab Platform for use with Oculus Quest/Quest 2 in August 2021

## LEADERSHIP & INVOLVEMENT

---

### National Stuttering Association – College Station Chapter

*Chapter Co-Leader*

*Member*

**College Station, Texas**

*June 2023 – Present*

*August 2021 – Present*

### Aggie Web Developers

*Core Member*

**College Station, Texas**

*August 2021 – May 2023*

## SKILLS, ACTIVITIES, & INTERESTS

---

**Skills:** C++, Python, Git, Unreal Engine, React JS, HTML/CSS, Linux Systems

**Activities:** North Texas Food Bank Volunteer, Panelist for Speech Pathology Classes

**Interests:** Mixed Reality Video Games, Country Western Dancing, DIY Computer & Server Building, Long Distance Running