KYLE P. BROCKLEHURST
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Campus Address	**Permanent Address**
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OBJECTIVE: To find a fun and challenging internship in computer vision / graphics for the summer of 2010.

EDUCATION: The Pennsylvania State University, University Park, PA.
Bachelor of Science in Computer Science with a minor in Engineering Entrepreneurship.
Graduated May 2009. **GPA 3.72/4.00**

The Pennsylvania State University, University Park, PA.
One semester completed toward a Ph.D. in Computer Science and Engineering.
Expected graduation date: May 2013.

RELEVANT COURSES:

Intro to Computer Vision	**Computational Symmetry**	**Programming Languages**
Topics in Computer Vision	**Advanced C++ / Java**	**Software Development**
Computer Graphics	**Data Structures & Algorithms**	**Meshing Techniques**

EXPERIENCE: **Computer Vision Research Assistant**
Dept. of Computer Science, The Pennsylvania State University, University Park, PA
Summer 2008 to Present
− Co-authored "Deformed Lattice Detection in Real-World Images" in IEEE Transactions on Pattern Analysis and Machine Intelligence 2009. Available at: http://vision.cse.psu.edu/paper/09pamiPark.pdf
− Currently involved in projects involving lattice detection, texture synthesis, inpainting, machine learning, symmetry detection, dance synthesis, and 3D reconstruction

Teaching Assistant
Dept. of Computer Science, The Pennsylvania State University, University Park, PA
Semester of Fall 2009
− Served as teaching assistant for 400-level computer graphics course under Dr. Yanxi Liu
− Conducted six lectures, introducing OpenGL and giving programming instruction
− Troubleshot programs and aided students with OpenGL assignments

ITS Student Programmer
Information Technology Services, The Pennsylvania State University, University Park, PA
Summer 2008 to Spring 2009
− Created interactive 3D applications on a polarized stereo display using C++ with OpenGL

COMPUTER SKILLS:

C/C++ Programming: highly experienced, with advanced use of OpenGL, OpenCV, and Qt
MATLAB: significant experience with image processing toolkit for many vision tasks
Java Programming: familiar with the NetBeans IDE and the Derby database system

HONORS / OTHER ACTIVITIES:

Dean's List: awarded for seven out of eight undergraduate semesters
Video Game Design: earned 3 credits for Unity3D artwork and scripting for a friend's thesis
Caricature Artist: professional caricature artist for four years, current hobbyist