

Adam Farrington

(207) 307-1266

adam.j.farrington@maine.edu

Summary

Software developer with two years hands-on experience in a research and technology lab. Focused on artificial learning, database design, and research dissemination.

Skills

- Development of computer vision, artificial intelligence, and generational learning models
- Programming Languages: Java, Python, C#, C
- Human subject research
- Agile Development
- Tools: Unity, Eclipse, Visual Studio

Experience

Virtual Environment and Multimodal Interaction (VEMI) Lab

Orono, Maine

Lead Software Developer, Undergraduate Representative

June 2019 - Present

- Curation, notation, and maintenance of a database of training images
- Training an artificial intelligence (CNN) on object identification using a curated database
- Training an artificial intelligence through generational learning
- Researching Human-Computer Interaction (HCI) focused towards human participants
- Create virtual reality (VR) and augmented reality (AR) software for demonstration
- Advocate for undergraduate students' interests at VEMI Lab Executive meetings

Software Developer

December 2017 - June 2019

- Expansion and development of software utilizing computer vision and augmented reality
- Collaborate with lab members from diverse backgrounds and experience to produce a professional product
- Perform demonstrations of research to community members touring the lab (5000 a year)

Hannaford Brothers Supermarket

Brewer, Maine

Cashier and Service Clerk

January 2016 - December 2017

- Provided individualized attention to patrons to create a positive shopping experience
- Responsibly managed a cash till and exceeded accuracy requirements

Education

University of Maine, Orono, ME

Major: BS Computer Science, May 2020

Minor: Ethics and Political Philosophy

GPA: 3.46