

MEGAN HOFMANN

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OBJECTIVE | To research, design, and develop technology relevant to my goal of assisting the physically disabled. Available for internship and summer work opportunities.

SKILLS | Tool development, Arduino development, 3D prototyping, circuit prototyping, web development, Programming (Java, Arduino, Processing, C++, C#, Python, JavaScript, HTML, CSS, OpenScad), IRB Certified, conducts human subject research, written and verbal communication, presentation

EXPERIENCE | **RESEARCH ASSISTANT UNIVERSITY OF MARYLAND, BALTIMORE COUNTY**
JUNE 2014—AUGUST 2014

Researched and developed accessibility solutions using 3D modeling and prototyping under the guidance of Dr. Amy Hurst. Created GripFab, a program to allow disabled users to easily and rapidly print specialty grips. Only programmer on project. Co-Author of associated papers.

RESEARCH ASSISTANT COLORADO STATE UNIVERSITY—COMPUTER SCIENCE
AUGUST 2013—CURRENT

Currently developing a screen for visually impaired users under the direction of Dr. Jaime Ruiz in the Human Computer Interaction Laboratory. Device is partially built and associated software is completed. Publications on research and development are intended for 2014-2015 Academic Year.

INTERN LOCKHEED MARTIN
AUGUST 2012—MARCH 2013

Programmed tools for Rhapsody Models using C#. Tool is used internally at Lockheed Martin.

HIGH SCHOOL RESEARCHER NASA
DECEMBER 2011—JULY 2013

Lead Electrical Engineer on growth chamber for International Space Station. Developed and tested circuitry for prototype tested in zero gravity in April, 2013. Project was accepted for ISS testing in 2013.

EDUCATION | **COLORADO STATE UNIVERSITY, FORT COLLINS**
DOUBLE MAJOR IN COMPUTER SCIENCE AND COMPUTER ENGINEERING
GPA: 3.3. Sophomore in Honors Undergraduate Research Program.

AWARDS | **COLLEG OF ENGINEERING RESEARCH HONORS**
APRIL, 2014

Honored for research and presentation at Colorado State University Celebrating Undergraduate Research and Creativity Symposium