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OBJECTIVE	I aim to secure an internship where my passion for computer programming, 3D modeling, and traditional and generative art is further developed and enhanced.
EDUCATION	HOWARD UNIVERSITY, WASHINGTON, D.C. , 2022-present — Expected Graduation 2026 Pursuing studies in Computer Science with coursework in Object-Oriented Design in C++, Introduction to Data Structures, Computer Organization, Calculus II, Fundamental of Algorithms, and Software Engineering; 3.7 GPA (4.0 scale)
SKILLS & ABILITIES	Coding Languages: React, TypeScript, HTML, CSS, JavaScript, Python, C++, Flutter, and Dart 3D Platforms & Software: Unity, Unreal, AutoCAD, and 3ds Max
WORK EXPERIENCE	UNDERGRADUATE RESEARCH ASSISTANT, <u>HOWARD UNIVERSITY</u>, WASHINGTON, DC (JAN 2024 - PRESENT) <ul style="list-style-type: none">- Conducting research on generative art models under the guidance of Dr. Jeremy Blackstone in the Department of Electrical Engineering and Computer Science.- Proposing a better generative model for use in education which will render simplified notes and images from complex instructional material.- Completed lit review and platform evaluation with a detailed examination of Stable Diffusion and DALL-E.- Presently, training models to produce generative art of a particular style, towards developing novel algorithms within both platforms.- Aiming to create an AI tool that generates custom educational content based on user-determined learning objectives. SOFTWARE DEVELOPMENT INTERN, <u>HELLO ROBOT</u>, MARTINEZ, CA (JULY 2024 - AUGUST 2024) <ul style="list-style-type: none">- Interned with Hello Robot, a robotics company specializing in developer-friendly mobile manipulators for home environments.- Used React and Python to enhance the web interface, enabling keyboard input functionality for robot control.- Programmed an Xbox adaptive controller to assist individuals with motor disabilities in controlling the robot.- Contributed code to Hello Robot's open-source GitHub repository, advancing the development of assistive living solutions. PROGRAMMING INTERN, <u>SKANSKA USA INC</u>, SAN FRANCISCO, CA (JUNE 2023 - AUGUST 2023) <ul style="list-style-type: none">- Worked with Skanska's virtual design and construction team in San Francisco to create 3D architectural models for client engagement.- Enabled clients to virtually alter designs using AR goggles, cycling through furniture, fixtures, and materials with real-time cost and design updates.- Utilized Unreal's 3D gaming engine to bridge AR/VR technology to the construction industry.- Designed floor plans with AutoCAD and converted floor plans to 3D models using 3ds Max. CREATIVE DIRECTOR, <u>ANBU CUSTOMS</u>, OAKLAND, CA (July 2019 - Present) <ul style="list-style-type: none">- Founded a custom footwear firm, overseeing for product market and design.- Designed and launched products featured in art galleries.
LEADERSHIP / AWARDS	<ul style="list-style-type: none">- National Society of Black Engineers, Member, 2024-present- Eagle Scout, Boy Scouts of America - Troop 409- Dean's List, Howard University, 2022-23- Founder's Scholarship (4 years), Howard University, 2022-present- Scholarship Recipient (4 years), Future of STEM Scholars Initiative, 2022-present

References available upon request