

TIM LUPO

Entrepreneur, Developer, Student

Objective: To obtain an internship for the summer of 2019.
(I promise I'll work hard)

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> EXPERIENCE

Otitto - Founder

AUGUST 2017 - PRESENT

- Mobile and experiential development company
- Manage finances, brand, projects, and oversee all operations

USC ICT MxR Lab - Researcher

SEPTEMBER 2017 - PRESENT

- Develop virtual reality research experiences
- Conduct research on interactive technology applications

Bravo Media - Intern

JUNE 2016 - AUGUST 2017

- Develop for interactive and mobile applications (VR, AR)
- Worked with clients like KPMG, Saks Fifth Ave, Lufthansa

> EDUCATION

University of Southern California

Computer Science and Business Administration

AUGUST 2017 - PRESENT

- On full scholarship- Trustee Scholar, Viterbi Scholar, Viterbi Fellow
- Relevant Coursework: Data Structures, Discrete Math, Calculus II, Design Theory, Intellectual Property, Philosophy
- Organizations: Sigma Nu, LavaLab, Reach, Club Baseball, MxR

Bergen County Academies

Academy for Engineering Design Technology

SEPTEMBER 2013 - JUNE 2017

- GPA: 3.88
- Coursework: Linear Algebra Differential Equations, Data Structures, AP Physics C, AP Calculus AB, AP Computer Science A, IB Literature and Language HL, IB History of the Americas HL, Interactive Design
- 4 Years of Research: worked on Ellis Island Project, Wheelchair Project, Crowd Participation Project

> EXTRACURRICULARS

Skydiving

APRIL 2018 - PRESENT

- Licensed skydiver (it's really fun)

USC Sigma Nu

SEPTEMBER 2017 - PRESENT

Serial Hackathon Hacker

MARCH 2013 - PRESENT

- Nine hackathons attended

LavaLab

AUGUST 2017 - DECEMBER 2017

- USC's premiere startup incubator
- Built and pitched an augmented reality social media platform

Camp Acorn - Volunteer

JULY 2011 - AUGUST 2017

- Work to assist disabled adults and children in a variety of activities

> SKILLS

Programming

C# · C++ · Java · Swift · Python · HTML · CSS · Javascript · Typescript
Unity3D SDK · iOS SDK · Ionic · Ionic 2 · Angular · Angular 2 · Oculus
SteamVR · ARKit · OpenCV · Firebase · Arduino SDK · Node.js · Git

Software

Adobe Suite · Autodesk Suite · Unity3D · Xcode · Sublime Text · Atom
Visual Studio · Slack · Office Suite · Google Cloud · Dropbox · KiCad

Hardware

Electronics · Breadboarding · Soldering · Arduino · Woodworking
Laser Cutting · 3D Printing · Computer Numerical Control Milling

> AWARDS

1st Place at HackCooper

FEBRUARY 2015 (NEW YORK)

Trustee Scholar

AUGUST 2017 - PRESENT

3rd Place at HackGenY

JANUARY 2015 (SILICON VALLEY)

Viterbi Scholar

AUGUST 2017 - PRESENT

> PROJECTS

SportsYap!

FEBRUARY 2018 - PRESENT (Otitto)

- iOS app and social network for sports fans
- Leader of team responsible for development of app and backend
- <https://itunes.apple.com/us/app/sportsyap/id1443008027?mt=8>

Santander in Someone Else's Shoes

AUGUST 2018 - NOVEMBER 2018 (Otitto)

- Mobile and AR app for Santander ISES charity event, \$200K+ raised
- Worked on team responsible for development of app and backend
- <https://www.insomeoneelseesshoes.com/>

Bystander Project VR

SEPTEMBER 2017 - JUNE 2018 (MxR)

- Virtual reality experience to educate on and prevent sexual assault
- Worked alone on development and redesign of VR experience

KPMG AR Portal

SEPTEMBER 2017 - NOVEMBER 2017 (Otitto)

- AR portal experience of KPMG's Denver Innovation office
- Leader of team responsible for design and development of app

Ellis Island VR Experience

JUNE 2014 - JUNE 2017 (BCA)

- Historically accurate VR simulation of immigrant's experience
- In collaboration with the National Park Service
- Worked on team responsible for design and development of experience

Smithsonian NMAAHC Mobile App

JULY 2016 - SEPTEMBER 2016 (Bravo)

- The official Smithsonian NMAAHC mobile app
- Worked on team responsible for development of AR features
- <https://nmaahc.si.edu/>

Additional projects on <http://timlupo.com>