



Ian Poll

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PROFILES

- LinkedIn: www.linkedin.com/in/ian-poll
- Itch.io: <https://irobot9803.itch.io>
- Synthiam: <https://synthiam.com/User/Profile/Ian>

EDUCATION

Bachelor of Science | Computer Science EXPECTED IN 05/2025

St. Mary's University, San Antonio, TX

- St. Mary's University Gateway Scholarship April 2021 Recipient
- San Antonio Pre-freshman Engineering Program Scholarship Recipient
- 3.54 Overall GPA

SKILLS

- Novice in Source and Version Control: Git, GitHub
- Proficient in Code Analysis and Development
- Proficient in Java, C#, C++, C
- Novice in Python and LabVIEW
- Novice in Project Management
- Proficient in Performance Analysis

PROFESSIONAL EXPERIENCE

PROGRAMMING MENTOR

01/2017 to 03/2022

BroncBotz Team 3481 | San Antonio, United States

- Led and mentored 2 first year programmers in Java and in C++ for programming in For Inspiration and Recognition in Science and Technology (FIRST), FIRST Tech Challenge (FTC) and FIRST Robotics Competition
- Assisted high school teams at FRC/FTC Competition events with issues related to programming, such as debugging autonomous and remotely operated controls and robot vision systems

PERSONAL PROJECTS

Basic Electronic Enclosure (BEE) 10/2020 - 7/2022

- Designed and built a system of two devices, a wrist mounted LattePanda connected wirelessly to an EZB-V4 connected by I2C to an Arduino Mini, that interfaces with multiple machines through a custom made port.

ArduinoComs 10/2020 - 5/2021

- Allows communication between the EZB-V4 and Arduino using I2C and can change which user-made C# code runs based on Arduino input with optional controller/Wiimote input as well as graphing debug values, running methods from commands, access and change persistent variable values, and Text-to-Speech functionality.

SpaceRace 7/2019 - 8/2019

- Created an arcade racing game set in a randomly generated tube designed to look like a worm hole with 12 AI racers and mini bosses that creates obstacles that can block the racers from finishing. Published to itch.io.

Tri-ship 5/2016 - 2/2019

- Created an arcade survival game set in space where the player must survive waves of enemies in infinitely generated solar systems, can transform between a robot and a space ship, explores randomly generated planets, and escapes to other planets or mini solar systems. Published to itch.io.

AFFILIATIONS

Phi Eta Sigma Honor Society

- Joined 2022

The National Society of Leadership and Success

- Joined 2022