COLLIN CAPPELLE

ccappelle.github.io

908-797-1891

San Francisco, California 94103

WORK EXPERIENCE

Astranis   San Francisco, California
Software Engineer   *November 2021 - present*

· Worked on the simulation team building out simulation tools.
· Built internal production tools.
· Wrote flight software for Arcturus mission.

Navisens   San Francisco, California
Research Engineer   *October 2019 - November 2021*

· Implemented SLAM for pedestrian location on mobile platforms.
· Created visualization tools for playback and estimation analysis.

Morphology, Evolution & Cognition Laboratory   Burlington Vermont
Research Assistant   *September 2015 - May 2019*

· Worked under Dr. Josh Bongard exploring the artificial evolution of modularity
  in the morphology and neural controllers of simulated robots.
· Created and maintained *pyrosim*, a python simulator for evolving robots.
  Pyrosim was used by the lab to conduct research and by students in
  Dr. Bongard's Evolutionary Robotics courses.

EDUCATION

Ph.D. in Computer Science   *September 2015 - May 2019*
The University of Vermont
Focus on Evolutionary Robotics. Thesis: *Exploring the Modularity and Structure
of Robots Evolved in Multiple Environments*

Graduate Certificate in Complex Systems   *September 2015 - May 2017*
The University of Vermont

B.S. in Computer Science   *September 2011 - May 2015*
The University of Vermont

B.S. in Mathematics   *September 2011 - May 2015*
The University of Vermont

SKILLS

C++, python, OpenGL