



# JAY VAN DAM

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## Technical Skills

### Languages

Java  
C / C++  
SQL  
Assembly

JavaScript

Python

C#

Swift / Kotlin

### Technologies

Automated Testing

Computer Vision

Mobile Development

Software Design

Git

ARKit

Figma

OpenCV / OpenGL

## Professional Summary

### Web Designer | Grand Valley State University

May 2021 – Aug 2021

- Coordinated and collaborated between stakeholders throughout the redesign process, from concept to deployment.
- Crafted a long-term framework to facilitate in the maintenance of individual sites by staff.
- Overhauled pages to meet standards in accessibility and usability for the university's primary audience.
- Gained extensive knowledge on working with a universities content management system and managing important assets.

### Photographer | Various

Jan 2011 – Current

- Provides a wide range of services including product, portrait, food, fashion, architectural, editorial and event photography, either in studio or on location.
- Collaborated with a variety of clients on critical art direction and design decisions.
- Extensive knowledge of specialized photographic equipment, platforms, and software.

### Equipment Supervisor | ROOT NYC/BKN

Oct 2011 - Feb 2017

- Great communication for building and maintaining strong working relationships with industry giants.
- Developed strong problem solving and organizational skills, capable of executing multiple projects at once.
- Specialized in troubleshooting urgent technical and logistical challenges.

## Projects

### Mobile AR Labeling iOS Application

- Application detects multiple objects in augmented reality (AR) and generates and anchors labels on top of them using CoreML.
- Uses the Res-Net50 CNN to for the object identification from images captured with the iPhone cameras.

### Mobile Hiking Application UI

- Conceptualized a decentralized app for both hikers and local authorities to maintain local trails.
- Organized and consulted the target audience to guide the apps development.
- Designed and tested several high-fidelity UI prototypes using Figma.

### Desktop Photo Booth Application

- Developed a program using Python and OpenCV which simulated live filters to a user's face prior to capturing a photo.
- Includes a set image editing tools for post-production.

### Automated Video Collection and Filtering Pipeline (Senior Capstone)

- A software system that is designed to gauge consumers' opinions towards a stakeholder's products.
- Automates the process of extracting relevant clips from different video platforms.
- Video activity recognition to get an overview of the activities that are happening in a video.

## Education

### Grand Valley State University, Allendale, MI

January 2019 - April 2022

Bachelor of Science in Computer Science

### Ringling College of Art and Design, Sarasota, FL

August 2007 - April 2011

Bachelor of Fine Arts in Photography & Digital Imaging

Trustee Scholarship, Spring 2011 / President's List, Fall 2007 - Spring 2011