Geoff Nagy

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Work Experience

Research Engineer, Apple, Seattle, United States - Nov. 2021 to present

- Implement iOS, macOS tools and apps with Swift, Objective-C, Metal, SceneKit, UIKit
- Research, develop, and ship new technologies and novel applications
- Mentor interns and junior programmers
- Received "exceeds expectations" on all performance criteria during yearly evaluation

Prototype Engineer, Archiact VR, Vancouver, Canada - Oct. 2015 to Aug. 2016

- Team lead on robotic rescue research concept; evaluated in real USAR training location
- Hired team of 5 engineers to develop robotic prototype; programmed using C, C++, C# .NET, OpenGL/GLSL; designed PCBs with DipTrace

Sessional Instructor, University of Manitoba, Winnipeg, Canada - Jan. 2013 to Apr. 2015

- Developed and presented own lecture material and assignments, graded exams
- Topics ranged from introductory to advanced undergraduate CS courses

Developer/Programmer, Canadian Air Force, Winnipeg, Canada - Nov. 2009 to Dec. 2012

- Developed engaging training content in HTML, CSS, Javascript
- Developed custom in-house quiz authoring tools in C# .NET

Education

PhD, Computing Science, Simon Fraser University, Canada - Aug. 2021

- · Researched and developed novel biologically-inspired drone flocking behaviours
- Designed and constructed novel low-cost 3D-printed drone fleet (Fusion 360, DipTrace, AVR C/C++, C# .NET) to execute these behaviours
- Developed an application (C++, OpenGL, GLSL) to both simulate and control live fleets of drones; performed advanced statistical analysis (Python)

MSc, Computer Science, University of Manitoba, Canada - Sep. 2016

 Researched the impact of novel active team management strategies in simulated teams of heterogeneous robots (C++, OpenGL) in USAR environments

BSc, Computer Science, University of Manitoba, Canada – Jan. 2013

Select Publications

"Computational and Structural Advantages of Pairwise Flocking". **Geoff Nagy**, Alex Thornton, Hangjian Ling, Guillam McIvor, Nicholas Ouellette, Richard Vaughan. *Proceedings of the 2nd IEEE International Symposium on Multi-Robot and Multi-Agent Systems*. New Brunswick, United States, 2019.

"Active Team Management Strategies for Multi-Robot Teams in Dangerous Environments". **Geoff Nagy**, John Anderson. *Proceedings of the 30th Canadian Conference on Artificial Intelligence*. Edmonton, Canada, 2017. **Won CAIAC 2017 Best Student Paper.**

Select Awards

- NSERC CGS D (\$35,000 per year) May 2018
- Third Place Tech Challenge, RoboCup Jul. 2014 João Pessoa, Jul. 2013 Eindhoven

Select Volunteering

- Chair, IEEE RAS Student Activities Committee May 2018 to May 2020
- Volunteer Organizer, IEEE IROS, Vancouver, Canada Sep. 2017