

Bradford Lassey

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Education	<i>Massachusetts Institute of Technology</i> Candidate for M.Eng. Computer Science and Electrical Engineering, June 2004, <i>gpa 4.0</i> Awarded BS Computer Science, Minor in Economics, June 2003 <i>gpa 3.9</i>
Course Work	Classes: Software Development, Algorithms, Artificial Intelligence, Computer Graphics, Advanced Math, Digital Design, Game Design, Natural Language Processing, Operating System Design Projects: Optimized ray tracer, NLP parser for medial records, Interactive pinball game, Microkernel operating system
Work Experience	MIT Media Lab, Interactive Experiences Group Sept. 2003 – present Research Assistant: <i>Researching Location-based messaging on mobile devices. Using signal strength, link quality and tpl of a Bluetooth signal to determine location accurately, and contextual clues to deliver the most appropriate message</i> France Telecom R&D, Multimodality Group Mar. 2003 – Sept. 2003 Programmer: <i>Developing Multimodal interface for SPV smartphone, Ericsson p800 and Nokia 3650. The system used the audio, visual and tactile channels of the phones interface as an portal to Orange's services, including enhanced directly assistance.</i> MIT Media Lab, Electronic Publishing Group June 2002 – Mar. 2003 Programmer: <i>Developing GUI for the "What was I thinking?" project. Project aims at providing a memory prosthesis to both record information about your daily life and to retrieve that information quickly for memory assistance. Developed interfaces for fast retrieval of the information, including audio skimming and free text searching.</i> Innovation Catalyst Partners Aug. 2002 – Oct. 2002 Programmer: <i>The project aimed to provide an adaptable interface to cell phones which would change automatically based on the user and the user's location.</i> MIT Center for Advanced Visual Studies Jan. 2001 – Dec. 2002 Programmer: <i>The project created a haptic interface for the blind to explore architectural models. The idea was for the visually impaired to pre-visit a place of interest so as to learn how to navigate it during an actual visit.</i> MIT Political Science Department June 2000 – Aug. 2001 Programmer: <i>writing software to acquire, parse and classify newspaper text on the web in order to evaluate the value of free advertising political candidates received form these sources</i>
Computer Skills	Languages: <i>Java, C, C++, Basic, Open Inventor, Inform, Embedded C++, Symbian C</i> Programs: <i>Word, Excel, MatLab, Power Point</i> Operating Systems: <i>Windows, Linux, UNIX, Mac OS X</i> APIs: <i>Quick time, Java Media Framework, Java3D, JavaMail, Bluez</i> Other: <i>J2ME, SQL programming/db management, GUI design, JNI programming</i>
Activities and Interests	MIT varsity football; Brother of Delta Kappa Epsilon (also house manager, external relations chair and community service chair); Cambridge Alcohol Advisory Board; Student Advisory Committee; Social Marketing Committee; IFC Judicial Committee; Chi Alpha Christian Fellowship; MIT College Republicans
