

DECLAN WAVLE

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EDUCATION

Bachelor of Science in Computer Engineering | Syracuse University

Study Abroad Program (Strasbourg, France) | Syracuse University | Fall 2022

PROJECTS

- **VR Adventure Game** (*Unity, C#*)
Built an immersive VR game featuring head-tracked navigation, hand-tracked object interaction, and optimized physics for low-latency gameplay.
- **EmojiTrack Facial Expression Recognition** (*Python, TensorFlow, OpenCV*)
Developed real-time facial expression recognition AI (~70% accuracy) using CNNs, deployed on Raspberry Pi with servo-based camera tracking.
- **Audio Visualizer** (*Senior Design, C/FPGA*)
Designed an audio visualizer that processed input through 10 digital band-pass filters and displayed frequency amplitudes on an LED matrix in real time; awarded 3rd overall in class for technical execution and innovation.

EXPERIENCE / ACTIVITIES

- **Otto the Orange – Division I Student-Athlete**
Syracuse University, Syracuse, NY
April 2023 – May 2025
Appeared as the Syracuse University mascot at 250+ events while also serving on the leadership team; trained as a Division I student-athlete and fostered school spirit through high-energy crowd engagement and mentoring.
- **Social Media Manager**
Syracuse University, Syracuse, NY
April 2023 – May 2025
Led and mentored a team of 3–5 interns, developed content strategy, and produced engaging media that grew community connection across university platforms.
- **Otto Tunes – Collegiate A Cappella**
Syracuse University, Syracuse, NY
January 2021 – May 2025
Performed at high-profile Syracuse University events and advanced to ICCA Semifinals.

SKILLS

Programming & Scripting: Python, Java, C/C++, C#

AI / Machine Learning: TensorFlow, Keras, PyTorch

Graphics & Simulation: Unity (C#), OpenGL 3.2, GLUT

Hardware & Systems: FPGA, VHDL, RISC-V, Microcontrollers, NIOS II, Raspberry Pi, Arduino

Other: Git/GitHub, Team Leadership, French (conversational)