# 2020 SEERI Summer Presentation: Org 1673
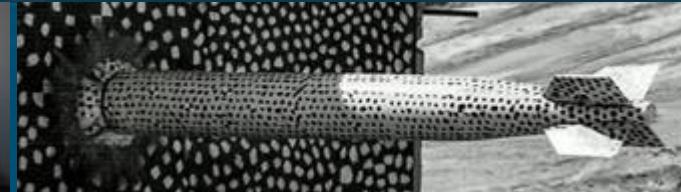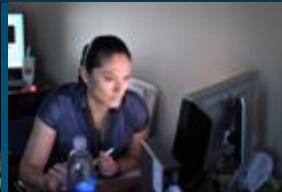
PRESENTED BY

Shane Bramley

# Outline

- About me/Hobbies

- School/Degree

- Organization/Manager/Mentor

- Projects Working On/Details of Project

# About Me/Hobbies

About me:

Born and raised in Albuquerque

Family is from the mid-west:
  -Iowa
  -Kansas
  -Illinois

Hobbies:

-Coding (Various Languages)

  - Building VR (Oculus Rift S)

  - Android/IOS/PC

  - Various Applications

  -Hanging out with friends

  - Working on cars

  - Drift Triking

  - Longboarding

  - Rock climbing

# School and Degree

School: University Of New Mexico

Major: BS Computer Science
Minor: MIS

Shared Credit: MS Computer Science

Other Schooling:
- AAS in Computer Information Systems (Programming Concentration)
- Etc…

# Organization/Manager/Mentor

Org: 1673

Manager:

Mark Kiefer

Mentor(s): (Formerly Allyson Kreft)

Rafael Aragon (Z-Machine ZQL)        Brandon T. Klein (Z-Machine XR)

# Z-Machine ZQL

Team Leads: Rafael Aragon and Trent Yocom

ZQL Website

- Languagues Used (C#, Javascript, SQL, etc)

- ADOS (Formerly TFS)

- DevOps

- CI/CD Pipelines

    - Automated Build Process for applications

- Agile Development

    - Scrum

    - Kanban

- Database management

    - Shot Data

    - Diagnostics Data

    - People Data

- Z-HighBay IPad application (signalR)

# Z-Machine Data Analytics (Power BI)

Team lead: Anhtrinh Lui

- Type of code used (DAX syntax)

-  Format data into a more presentable location

- Power BI server

- SQL Stored Procedures

- Training on Power BI

  - Power BI reports

  - SSRS reports
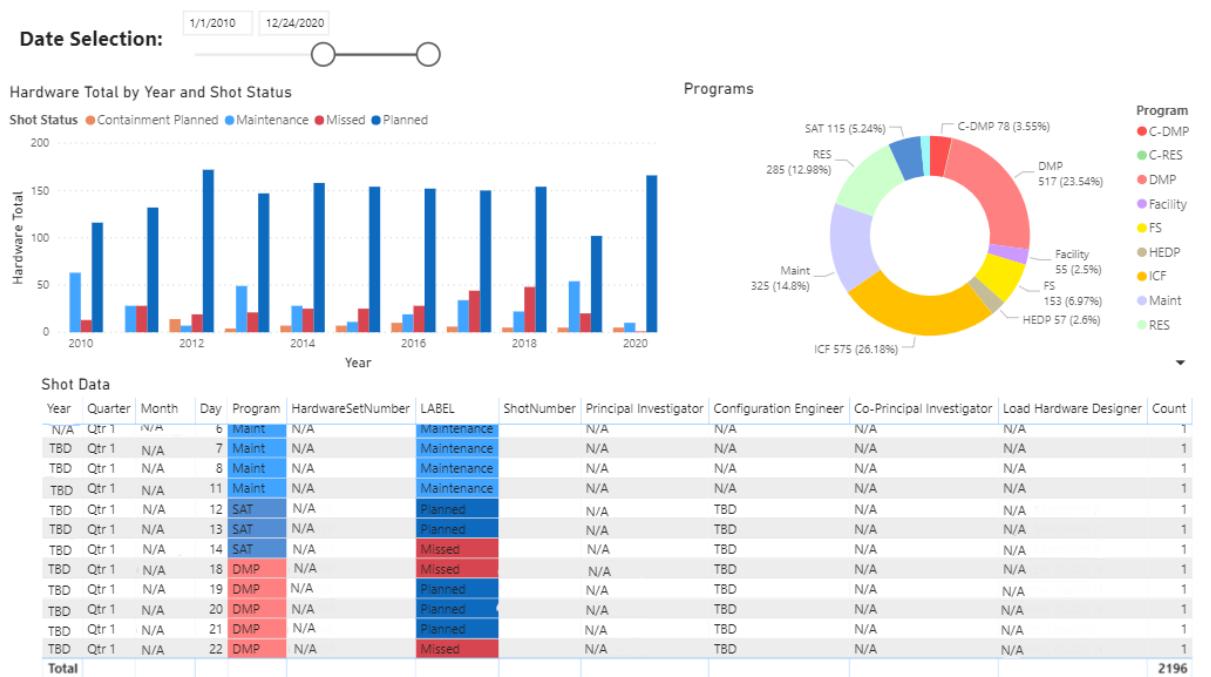
# XR@Z (Current Projects) Collaboration with XRSS (6000)

Team Leads: XR@Z Brandon T. Klein and XRSS Nadine Miner

Language's Used (C#, C++, SQL)

- HoloLens 1/HoloLens 2 development

- GUI (Menu System)

- Database's SQLite, UWP local DB

- Developing a generic XR management system

- Developing a generic XR sequential framework

Implementing various XR training applications

- Sequential: Gas Switch Assembly

- Exploration: CRITR

- Active: Target Recognition

Expanding work

- Automated CI/CD Pipelines

- Edge Computing

- Cloud Computing

  - Could increase in the polygon count to allow for larger cad models



HoloLens I
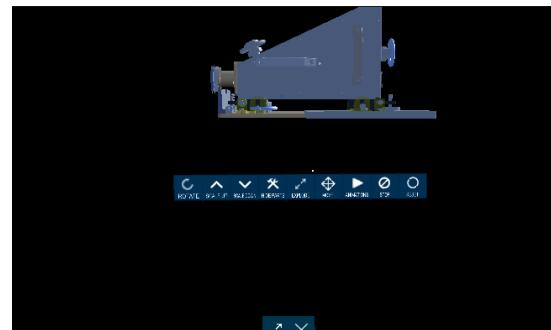


HoloLens II
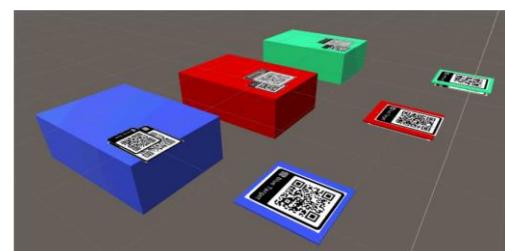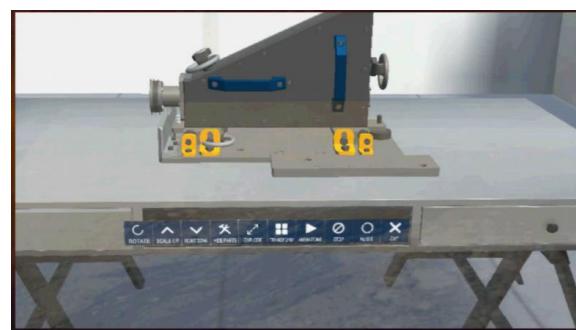


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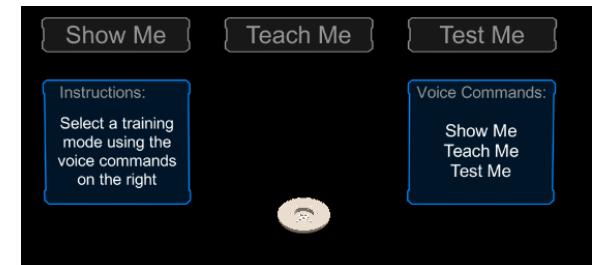


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# Questions?