# Adrien Atallah

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**Summary:**

Advanced physics and mathematics professional with a passion for software/web development, extensive teaching experience and computational skills, including HTML5, CSS3 and JavaScript, seeks junior web developer position in a dynamic atmosphere with job growth potential.

**Technologies:**

| | |
|---|---|
| Operating Systems: | UNIX, Windows, and Mac OS |
| Languages: | HTML5, CSS3, JavaScript, R, Fortran 90/95, C++, Java, Bash Shell |
| Frameworks/Tools: | jQuery, Bootstrap 3.*, Sublime Text, VIM, Git |
| Other Software: | MATLAB, LabVIEW, Mathematica, SolidWorks 3D, AutoCAD, Adobe Photoshop, Premiere, Pro/Engineer, Root Particle Physics Data Analysis Framework |

**Education:**

**Master of Arts**
Major: Physics

San Diego State University (SDSU)
Graduated: May 2015

**Internship:**

CERN, Geneva, Switzerland — June 2010 – August 2010

- Conducted a study on the signal to noise ratio for the ATLAS pixel detector
- Used ToothPix-ATLAS pixel detector interface to calibrate threshold noise levels
- Utilized CERN Root distribution with Unix to analyze data collected from the ATLAS pixel detector

**Bachelor of Science**
Major: Physics

California State University at Long Beach (CSULB)
Graduated: December 2010

**Full Stack Web Development Certification**

Free Code Camp
Expected Completion: October 2016

Academic Honors/Organizations:

Society of Physics Students (SPS)
President’s List (Fall 2010)
Dean’s List (Fall 2005, Spring 2006)

**Professional Experience:**

**Instructor of Mathematics and Physics** **September 2015– Present**
*High Bluff Academy*

- Prepare lesson plans and conduct lectures/problem solving workshops for High School level Mathematics and Physics courses
- Tutor and Mentor students in a 1 on 1 setting
- Help develop AP curriculum in Computer Science, Mathematics and Physics

**Teaching Associate/Graduate Associate** **August 2011– May 2015**
*San Diego State University*

- Prepared course material and lectured for Calculus-based undergraduate physics laboratory courses (Mechanics, Circuits, Electricity and Magnetism)
- Held regular office hours to meet with and help students individually
- Graded work for a graduate level physics course

**Faculty Research Member**
*Physics Department, CSULB* **July 2011 – August 2011**

- NSF funded computational research in condensed matter physics
- Explored the polarizability and other solid state properties of the new material graphene
- Utilized computational techniques in Fortran

**Technical Associate** **February 2011 – July 2011**
*The Premier Landscaping, Fullerton, CA*

- Dealt with customers/contractors technical problems over the phone
- Quality control of data entry using company's unique software, FieldComm
- Oversaw team responsible for uploading photos to FTP servers

**Mathematics & Physics Tutor** **August 2006 – June 2008**
*Learning Assistance Center, CSULB Campus, CA*

- Tutored college students in subjects ranging from basic algebra to advanced vector calculus, with an emphasis on applied calculus for engineering, business, and biology
- Conducted collaborative problem-solving workshops with students
- Held scheduled office hours and met with students for individual appointments

**Other Skills & Qualifications:**

- Excellent at modeling, utilizing computational techniques to solve physical problems
- Highly proficient in explaining technical concepts to people of all levels of expertise
- Friendly and outgoing; great interpersonal communications skills
- Detail oriented and organized
- Excellent working in a collaborative/group environment
- Quick and efficient at learning any type of new task