

Some Guy

Phone: (777)-777-7777 | Email: random@gmail.com

Education

The University of Arizona

Bachelor of Science in Computer Science, Mathematics

GPA: **3.250 / 4.00**

Expected Graduation: May 2020

Awards: Deans List for 3 Semesters

Relevant Skills: (*Proficient*): Python, Java, C, MIPS, MATLAB (*Familiar*): Javascript

Work Experience

- **Course Coordinator/Section Leader** *University of Arizona* *August 2018 – Present*
 - Manages course materials and undergraduate teaching assistants.
 - Aiding the instructor in boosting student's confidence and skill in computer science topics.
 - Assess student's mathematical and programming skills in weekly assignments and sections, providing feedback for improvement through the leading of practice problems.
- **Computer Science Intern** *NP Photonics Inc* *June 2019*
 - Deployed workflow automations to streamline tasks such as timesheets and work orders.
 - Reduced workflow to a near paperless system using **Microsoft Flow**, allowing the CTO to add future workflows as needed.
- **Research Assistant** *University of Arizona* *May 2017 -- May 2019*
 - Devised initial algorithm to analyze covert channels in Android applications with static taint analysis to derive a method of preventing leakage of confidential information to malicious sources.
 - Implemented test android applications containing covert channels to break and strengthen the algorithm
- **IT/Systems Intern** *Statefarm Insurance* *May 2018 -- July 2018*
 - Created UI/backend with **JavaScript** with **React** for a self-service portal that automates database management/alterations through service calls.
 - Used as an internal tool for several database teams within the company on a daily basis.

Projects

- **Zerg Rush**
 - Tower Defense application developed as a team-based Agile project with the use of **Java** and **JavaFX**.
 - Developed UML, game balance, audio system, and combat system
- **Chore-ganizer**
 - Produced a demo of an application to streamline and incentivize chore organization for parents and children.
 - Implemented main UI through the use of **Java/Android Studio**.
- **Chip-8 Emulator (In-Progress)**
 - Emulation of the Chip-8 VM using **C** in order to recreate the CPU by managing opcodes, cycles, as well as audio and visuals using the SDL library

Activities

- HackArizona 2017, 2018, 2019
- GameJam Fall, 2018
- UA Game Development Club 2018-2019