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SUMMARY

College Undergraduate with computer science research experience looking for a full time position in 2015.

SKILLS

Languages:
- *Proficient:* Python, Java, C#
- *Familiar:* C++, C, SQL, Relational Algebra

Other:
- *Practices:* Git version control, SCRUM, Team Development, Unit Testing, Agile
- *Partner Programming:* Working in a pair, generally using a driver-navigator relationship
- *Communication:* Extensive experience working with others on software development; including in teams, in pairs, and under an adviser

EXPERIENCES

University Research   September 2010-June 2011

Bacteriophage Research
- Found, isolated, and purified bacteriophage from the wild. Generated DNA sample for record
- Annotated 1/12th of a bacteriophage genome. Whole annotation done with collaboration of 11 others

April 2012-June 2012

Renal Kidney Failure
- Scrapped anonymous hospital data on patients
- Found correlation between hemoglobin levels and renal kidney failure

April 2013-August 2013

Tohoku University
- Prototyped interface for 23andme API
- Generated and manipulated several genetics databases
- Created basic web app to allow users to get basic statistical information on their genetic data

Coursework   August 2010-December 2014

University of California Santa Cruz
- **Databases 1:** Relational logic; database design, theory, and analysis; Relational Algebra, Relational Calculus, SQL, Datalog
- **Databases 2:** Database manager theory, design, and optimization; spatial database design; query optimization and logic flow
- **Machine Learning:** Heavy theory and mathematical analysis of various machine learning techniques and their performance/practicality
- **Game AI:** Various AI techniques and algorithms as they are applied to games; including quarter long AI project
- **Algorithms:** Analysis, development, and mathematical proofs of various algorithms and algorithmic techniques
- **Software Methodology:** Learned team based software development practices and used them to produce a project. My project was a mesh network chat service for android
- **Bioinformatics & Bioprograming Tools:** Used python to create biology tools as well as learned Galaxy, Genome browser, and other tools for biology

Other
- Global Game Jam (4 years in a row): Video game hack-a-thon; get into development teams with strangers at site, then design and develop a video game based on the theme in under 48 hours
- Video Game Projects: Have worked on / currently working on several game projects for fun

Education

UC Santa Cruz   August 2010-December 2014
- Computer Science, BA
- Molecular, Cellular, and Developmental Biology, BS