Your Name

204.555.5555 | youremail@email.com | mywebsite.com
Address, City, MB, R3R3R3

Honors Computer Science
University of Manitoba - Fall 2016 Expected Graduation

- X.XX GPA on 4.5 scale
- Undergraduate Research Award
- Dean's Honours List

Technical Skills

Languages	Tools and Databases	Frameworks
C/C++	gdb	CUDA
C#	Git / CVS	Flask
Java	gprof	JQuery
HTML/CSS	NoSQL	MeteorJS
JavaScript	SQL	NodeJS
Python	valgrind	Play

Experience

LogMeIn - Meldium **(Sept 2015 - Present)**
Software Engineer Intern
- Made improvements to web pages based on statistical A/B testing resulting in increased conversion rates.
- Collaborated with local and remote team members in order to increase the growth rate of our product.

Canadian Cyber Incident Response Centre **(Jan 2015 - Apr 2015)**
Web and Systems Developer
- Improved web-based malware analysis tools allowing analysts to input and retrieve data more efficiently.
- Implemented an algorithm to find similar malware in database.

University of Manitoba Database Data Mining Lab **(May 2014 - Aug 2014)**
Student Researcher
- Developed a new method for association rule mining for items with 3 potential states in the database.
- Implemented and benchmarked common frequent pattern mining algorithms as well as experimental approaches proposed by the lab.

Publications

Name of a Really Long and Technical Sounding Paper that No One would Read for Fun **(July 2015)**
Publisher Name
Co-authors: John Smith, Jane Doe

Another Technical Sounding Paper that No One would Read for Fun **(Dec 2014)**
Conference Name
Co-authors: John Smith, Jane Doe

Projects

Project 1's Name **(Sept 2015)**
A web app that connects language learners with native speakers using real time match making.

Project 2's Name **(Aug 2015)**
A game programmed in Unity for the [] game creation contest placing in the 95th percentile overall

Project 3's Name **(Apr 2015)**
A platforming game in which battles involve typing to a chat bot.

Project 4's Name **(Dec 2014)**
Programmed a Monte Carlo tree search adversarial AI and a neural network based AI to play N in a row

Project 5's Name **(March 2014)**
A distributed ray tracer written in CUDA C capable of real time rendering.

Project 6's Name **(July 2013)**
A web app that aids users in learning to read a foreign language.