

# CAMERON WITZ

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## SUMMARY

Computer Science Masters student with a passion for software development and video games. Proficient in AI and deep learning, with experience in programming, eager to contribute to innovative and dynamic software engineering teams.

## EDUCATION

<b>University of Southern California</b> <b>Master of Science in Computer Science</b> <ul style="list-style-type: none"><li>GPA - 4.0/4.0</li></ul>	Los Angeles, CA August 2021-Present
<b>Northwestern University</b> <b>Bachelor of Science in Industrial Engineering</b> <ul style="list-style-type: none"><li>GPA - 3.6/4.0</li></ul>	Evanston IL September 2016-June 2019

## EXPERIENCE

<b>University of Southern California</b> <b>Graduate Student TA</b> <ul style="list-style-type: none"><li>Host weekly lab session and office hours to facilitate understanding of class assignments in Java</li><li>Conduct exams and maintain grades for class size of over 100</li></ul>	Los Angeles, CA January 2023-Present
<b>Applovin (Redemption Games)</b> <b>Software Engineering Intern</b> <ul style="list-style-type: none"><li>Developed C# scripts in Unity Engine for logic for match-3 puzzle game</li><li>Implemented 2 new blockers to add challenging mechanics in new levels</li><li>Fixed multiple bugs weekly to ensure production environment ran smoothly</li></ul>	Carlsbad, CA June 2022-August 2022
<b>Capgemini</b> <b>Business Analyst SAP Practice</b> <ul style="list-style-type: none"><li>Validated transactional data with Python scripts for new SAP system</li><li>Increased speed and efficiency of accounting reconciliation procedures by 50%</li><li>Led small team of consultants working directly with client on half year long project</li></ul>	Chicago, IL July 2019-June 2021

## TECHNICAL SKILLS

Software: Flask, Express, Unity, Angular, GCP

Languages: Python (Excellent), Java/C# (Excellent), C/C++ (Excellent), SQL (Excellent), Javascript/Node.js (Excellent)

## ACADEMIC PROJECTS

<b>Deep Reinforcement Learning in Mario</b> <b>Developer/Researcher</b> <ul style="list-style-type: none"><li>Devise novel model architecture to allow Deep RL agent to generalize to unseen actions at testing time</li><li>Perform training with double Q learning training methodology to increase convergence time by up to 50%</li></ul>	Los Angeles, CA January 2023-Present
<b>Yelp Business Search (<a href="https://hw8-212121.wl.r.appspot.com">https://hw8-212121.wl.r.appspot.com</a>)</b> <b>Developer</b> <ul style="list-style-type: none"><li>Constructed a responsive website using Bootstrap and Angular with Yelp API and GCP</li><li>Utilized RESTful APIs for all backend calls in node.js and python with Flask</li><li>Extended project into IOS counterpart app leveraging SwiftUI in 3 weeks time</li></ul>	Los Angeles, CA August 2022
<b>Weenix Kernel</b> <b>Developer</b> <ul style="list-style-type: none"><li>Wrote virtual file system, file system, and system calls in Weenix OS Implemented "fork" system call using memory maps and shadow objects</li><li>Created FIFO thread scheduler to manage threads on the CPU</li></ul>	Los Angeles, CA August 2022

## RELEVANT COURSEWORK

Web Technologies, Deep Learning, Mobile Games, Operating Systems, AI, Linear Optimization, Statistics, Algorithms, Data Mining, Databases