Chase Cummings

http://chasecummings.me

Education

B.S. Computer Science, *UC Santa Cruz*, Class of 2016 (expected graduation)

- 3.72 GPA
- Relevant Coursework: Abstract Data Types, Data Structures, Computer Systems and Assembly Language, Applied Discrete Math, Linear Algebra, Differential Equations

Cabrillo College, Fall 2011

- Relevant Coursework: Multivariable Calculus

Skills

- Proficient at programming in C++, C, Java, and MIPS Assembly.
- Web experience with Javascript, HTML, CSS, and PHP.
- Familiar with development in Windows and Unix/Linux.
- Experience using revision control systems such as Git.

Work Experience

Barry Swenson Builder, Summer 2012

- Helped with construction and performed various maintenance tasks around the build site of a storage complex.

Santa Cruz Institute for Particle Physics, internship, Summer 2011

- Developed experiments to measure the lifetime of particles produced by cosmic rays entering the atmosphere.

Santa Cruz Little League, Fall & Spring 2008 – 2012

- Score-kept little league baseball games and performed field maintenance.

Personal Projects - github.com/Chase-C

Sound of Circles, A simple particle simulator

- Written in Javascript
- Accurately simulates collisions between circles of arbitrary size.

Tetris, My own implementation of the game Tetris

- Written in 2150 lines of C++ using the Allegro game programming library.
- Strong object oriented design.

Pi Approximator, Can approximate pi to an arbitrary precision

- Uses a method of approximation I derived and implemented.

Fractal Generator, Displays and saves generated fractals

- Utilizes new C++11 features.
- Uses multithreading to allow for multiple fractals to be generated at once.