Christophe Meyering

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Objective: I take pride in writing bug-free, robust code, and go above and beyond to ensure that the code I write is efficient and deployable and delivered on time. I am looking forward to applying my software development skills to real world problems and further expanding my knowledge in Computer Science. I am passionate about applied programming, and enjoy working as part of a team towards building an efficient and reliable product.

Education:

- Bachelor of Science in Computer Science, UC Davis, June 2019.

  `Selected Courses:` Algorithm Design and Analysis, Probability and Statistical Modeling for Computer Science, Programming Languages, Operating Systems and System Programming, Computer Architecture, Computer Vision, Computer Graphics, Geometric Modeling, Parallel Architectures, Theory of Computation.

- Udacity Nanodegrees:
  - Android Developer
  - AI Programming with Python
  - In progress: Cloud Developer (AWS)

- Associates in Science for Transfer (AS-T) with a main focus on mathematics and computer science, from City College of San Francisco, California.

  `Selected Coursework:`
  - **Math:** Calculus, Linear Algebra and Differential Equations, Discrete Mathematics.
  - **Computer Science:** Computer Architecture with Assembly, Android Programming.

- French Baccalauréat Scientifique (math/science-oriented high school degree).

Projects: One of my favorite projects was in Geometric Modeling: I wrote an interactive three-dimensional editor for NURBS surfaces. It used C++ and OpenGL with a four-dimensional homogeneous version of the De Boor algorithm, surface evaluation routines, the Phong lighting model as well as a simplified camera viewing model. My program stood out: it was the only one in the class that the TA was unable to crash.
To complete the capstone project of Udacity's Android Nanodegree I created an app for movies that used data provided by TMDB. This project allowed me to useful APIs (such as Gson and Retrofit), how to build, query and update SQLite databases and create a clean, efficient and responsive UI. Trending Movies is available on Google Play.

Skills:

Coding: Development experience in C, C++, Java/Kotlin + XML (Android), Python. Familiar with SQLite, Go.

Tools: Git, Android Studio, Retrofit, Google Firebase,

Languages: Fluent in English and French. Familiar with Spanish.

Extracurricular: I love hiking and playing the piano.