Cole Hausman

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OBJECTIVE

Highly motivated and results driven student and developer who has demonstrated an ability to learn quickly. Articulate, problem solver who works well with teams and individually as needed. Always looking for opportunities to connect and grow as a developer.

EDUCATION

Bucknell University, Lewisburg, PA
Bachelor of Science in Computer Science, Aug 2020 – May 2024   GPA: 3.46

Selected Coursework: Design & Analysis of Algorithms,
Data Structures, Software Engineering & Design, Discrete Structures,
Data Mining, Distributed Computing

SKILLS

Coding: Python, Java, C, R, JavaScript, NodeJS, HTML5, CSS3
Technologies/Environment: Git, Scrum, Processing, Flask, Microsoft Suite, Adobe Suite, Figma

PROJECTS

Pleaides, PennApps XXII Hackathon (DevPost | GitHub) – *First place* sponsored machine learning hack

- Built a dating app that uses machine learning to find your soulmate
- Used data from marriage successes, real time location of Pleiades, and astral sign
- Trained Tangram to predict/quantify relationship success based on user attributed
- Architected in Python, HTML5, CSS3, Flask using Tangram for machine learning

Flappy Bird Machine Learning using NIT (GitHub) – Neural Network learns to play Flappy Bird

- Designed a neural network which learns through evolution, like in nature
- Following the 4 steps of NIT: Evaluate fitness, select for reproduction, breed, and cull
- Built flappy bird from scratch to interact seamlessly with the neural network
- Architected in Java, using the Processing GUI library

DNA Sequencing Algorithms (GitHub) – Console based system for sequencing DNA

- Programmed various algorithms utilizing dynamic programming
- Personally worked on: NeedlemanWunsch, LongestCommonSubstring and Subsequence
- Architected in Python

WORK EXPERIENCE & POSITIONS

ServiceNow – Platform Software Engineering Intern

- Participated in a select group of Software Engineering Interns working directly with the Now Platform across a variety of teams & applications
- Worked on the App Journey Builder team building automated workflows
- Responsible for architecting the Decision Node object which was put into production
- Developed skills in NodeJS, JavaScript, communication, the Scrum Process, and collaborative programming

Bucknell University eSports Club – Co-Founder and Treasurer

- Recruited and grew membership from 4 to over 200 active members
- Responsible for managing university-funded budget and payments

Association for Computer Machinery – Class Representative
- ACM at Bucknell enhances student development in computer information technology
- Responsible for student outreach within freshman class

University Club of Palo Alto – Lifeguard
- Summer lifeguard with CPR skills