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, Theory of Computation

SKILLS

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

WORK EXPERIENCE & POSITIONS

ServiceNow – Platform Software Engineering Intern (Summer 2023)

- Worked on the App Governance team building management tools for application development pipelines
- Responsible for the completion of an accessibility epic as well as a variety of tasks in the sprint life cycle
- Responsible for creating functional and unit tests for the team
- Further developed skills in JavaScript, Java, as well as internal frameworks

ServiceNow – Platform Software Engineering Intern (Summer 2022)

- 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 (2020-Present)
Association for Computer Machinery – Class Representative (2020-2021)
University Club of Palo Alto – Lifeguard (2016-2018)

PROJECTS

Pleaides, *PennAppsXXIIHackathon* (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

Simulating Synchrony (GitHub) – Console based system for synchronizing a distributed system

- Utilized MPI4py library to simulate a distributed computer network
- Implemented a variety of clock synchronization algorithms