

Anthony Corton

Biology Major and Computer Science Major

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XXX.XXX.XXXX

Student

ABOUT ME

Technical Skills: Python, Java, Excel VBA, x86 Assembly, Node.js, MySQL, JavaScript, HTML5, Git

Github: <https://github.com/Cortona1>

Hackerrank: <https://www.hackerrank.com/Cortona1>

LinkedIn: <https://www.linkedin.com/in/cortona1/>

WORK EXPERIENCE

College of Engineering - Oregon State University

Teacher Assistant CS 161

Corvallis, OR (Jan 2020 - Present)

- Responsible for holding office hours weekly and engaging in discussions on Slack and Piazza.
- Responsible for grading programming assignments and pseudocode on time.
- Improved problem solving and debugging skills by working to troubleshoot problems students encountered from their Github repositories, IDE (PyCharm), or python code.

Personal Projects

Xiangqi (Python) 1 of 6

Github, March (2020)

- Demonstrated object-oriented design building an interactive game of Chinese chess in python.
- Has piece specific rules (flying general, horse and elephant blocking, stalemate).
- Contains input validation, move validation, turn validation.

Sudoku (Python) 1 of 6

Github (Private), December (2020)

- Created an interactive game of Sudoku that uses for its decision problem a graph theory algorithm to verify if the solution is correct in polynomial time
- Wrote a proof for proving a game of Sudoku in varying board sizes is NP-Complete by proving its in NP and can be reduced from a well-known NP-Complete problem (Latin Squares).

EDUCATION

Montclair State University

Montclair, NJ (2013 - 2017)

- Graduated with a Bachelor of Science in Biology

(3.4 GPA)

Oregon State University

Corvallis, OR (2019 - Present)

- Bachelor of Science in Computer Science

RELEVANT COURSEWORK

Analysis of Algorithms, Principles of Operating Systems, Data Structures, Discrete Structures in CS, Computer Architecture & Assembly Language, Intro to Computer Science II, Intro to Computer Science I, Intro to Computer Applications, Web Development, Statistics, Calculus