John Smith









EDUCATION

UNIVERSITY OF MARYLAND

MASTER OF COMPUTER SCIENCE 2014 | Maryland Department of Computer Science Summa Cum Laude

UNIVERSITY OF MARYLAND

BACHELOR OF COMPUTER SCIENCE 2012 | Maryland Department of Computer Science Summa Cum Laude

SKILLS

PROGRAMMING

Over 5000 lines:
Java • C • Python
Over 1000 lines:
Javascript • C# • HTML5
CSS • PHP
Familiar:
Shell • C++ • Assembly
Ruby • MTEX

COURSEWORK

POST-GRADSoftware Testing

Computer Graphics (Teaching Assistant) Al and Machine Learning Human-Computer Interface Applications

UNDERGRADUATE

Data Structures and Algorithms (Teaching Assistant)
Software Engineering
Programming Methodology
(C & Java)
Computer Networks
(Teaching Assistant)
Operating Systems

CONTACT

Email: email@example.com Contact: +1 234 567 8910 Website: example.com

Github: github.com/<Username> LinkedIn: linkedin.com/johnutw

PROFESSIONAL EXPERIENCE

FACEBOOK | SOFTWARE ENGINEER

May 2017 - Present

- Contributed software engineering expertise in the development of products through the software lifecycle, from requirements definition through successful deployment.
- Facilitated adoption of emerging software application and architecture standards, by managing a team of 5 developers.
- Excelled at rapid application development and management of technological issues for assigned projects, earning the highest customer satisfaction rating for all software solutions delivered.
- **Key achievement:** Provided an object-oriented (OOS) design for the leading project-management platforms within Facebook.

AIRBNB | WEB DEVELOPER

July 2014 - May 2017

- Structured several internal systems comprising order entry/management tools, conversion/revenue reporting, and production workflow tracking.
- Designed custom REST APIs built in Python, Laravel PHP, and Node JS.
- Successfully installed Linux servers and virtualized environment using Docker, Hyper-V and Amazon Web Services.
- Designed and implemented PHP web application, streamlining high-server traffic resource configuration and allocation.

PROJECTS

IOS MEME APPLICATION MEMEIT

2018 | < Sample Link 1 >

- Developed an iOS application that allows users to easily create and share memes
- Integrated openCV library allowing users to effortlessly apply photo filters and effects.
- Designed RESTful backend server enabling memes to be stored persistently in an online database.
- Incorporated persistent data storage to archive memes. Leveraged caching for recently accessed memes.
- Utilized: Swift, Obj-C, Python, Flask, SQLite, openCV

INTERACTIVE 3D-GRAPHICS WEBSITE DEEP VIZ

2016 | < Sample Link 2 >

- Developed a real-time interactive graphical website using THREE.js to create a 3D workspace with real-time animated 3D models of crystal lattice structures and robotic parts in which animations and camera views can be manipulated.
- **Utilized:** Python, Flask, Heroku, JS, AJAX, THREE.js, HTML/CSS, Docker. GIT