Tim Mertogul

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Education

University of California, Santa Cruz   Expected Graduation: June 2016

Bachelor of Science, Computer Science

Computer Science GPA: 3.57
Cumulative GPA: 3.34

Relevant Courses:

- Advanced Programming
- Algorithms and Abstract Data Types
- Applied Discrete Mathematics
- Comparative Programming Languages
- Computer Architecture
- Computer Systems and Assembly Language
- Foundations of Interactive Game Design

- Fundamental Compiler Design 1
- Introduction to Analysis of Algorithms
- Introduction to Data Structures
- Introduction to Programming (Accelerated)
- Introduction to Software Engineering
- Probability and Statistics for Engineers
- Social Networks

Current Courses:

- Introduction to Operating Systems (Winter 16)
- Computational Models (Spring 16)

- Software Design Project (Winter 16)
- Software Design Project II (Spring 16)

Languages/Skills

C++ | C | Java | Shell | Ocaml | Perl | Smalltalk | Swift | Scheme | Regex | Haxe | Python | HTML
Scrum | GitHub | Agile Development | Domain Modeling | Trello

Experience

Software Design Project (TiVo)   January 2016 – Present

- Worked in a team of peers under mentorship from TiVo to extend the open source Haxe compiler debugger.

Software Methodology Project   September 2015 – December 2015

- Developed an iOS online bulletin board application with a team of peers using the Scrum methodology.

UCSC Humanities Department, Computing Assistant   October 2013 – Present

- Apple hardware repair, faculty software/hardware support, division backups, build and deploy images.

Activities

UCSC Roller Hockey Club – Vice President   September 2012 – Present

References

Dr. Linda Werner • Computer Science Professor, UCSC • (831) 459-1017 • linda@soe.ucsc.edu

Jay Olson • Client Services Manager/ System Administrator, UCSC • 831-459-5696 • jeo@ucsc.edu