First Last

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EDUCATION

THE UNIVERSITY OF NOWHERE | Bachelor of Science in Computer Science

Expected December 2019 | Nowhere, ST Cum. GPA: 3.46 / 4.0

EXPERIENCE

TEACHING ASSISTANT | THE UNIVERSITY OF NOWHERE COMPUTER SCIENCE DEPARTMENT

August 2018 - Present | Nowhere, ST

- Teach students to write low-level C++ and RISC-V assembly along with Boolean Algebra and simple digital circuits.
- Grade student assignments in a timely fashion while providing detailed feedback for students.

VOLUNTEER | GAMES DONE QUICK

January 2019

- Games Done Quick is a biannual video game speedrunning charity marathon that features a 24/7 live stream.
- Assisted in raising money for the Prevent Cancer Foundation.
- Worked with a team of stage techs, producers, and audio engineers to keep the event's live stream running smoothly.

WEB DEVELOPMENT INTERN | ACCESSIBILITY COMPANY

May 2017 - August 2018 | Nowhere, ST

- Suggested a single web app be created over multiple native apps to save development costs and to more easily meet a customer demand of wide-spread access to the service.
- Built a web app that allowed students with Dyslexia to take tests audibly.
- Used HTML, CSS, and JavaScript to retrieve, format, and present the test information.

TUTOR | The University of Nowhere Student Success Center

February 2017 - August 2018 | Nowhere, ST

- Tutored students in numerous computer science courses.
- Taught best practices for C and C++ development to students.
- Demonstrated how to use tools provided by the GNU/Linux operating system to streamline student's development workflow.

LEAD DEVELOPER | VIRTUAL ENTERPRISES INTERNATIONAL PROGRAM

May 2014 - May 2016 | Somewhere, ST

- Led a small team (5) of designers and other employees.
- Built and maintained the company's e-commerce website.

RELEVANT PROJECTS AND CONTRIBUTIONS

GRAPHICAL RISC-V EMULATOR | TypeScript —Original Project

A graphical RISC-V Emulator written in Angular and TypeScript. It was meant to help students new to RISC-V assembly learn the language. It allowed students to view the stack and registers and featured a code editor that supplied static analysis and debugging utilities.

POKEMON SHOWDOWN | NodeJS — Contributions

A web-based battling simulator for the main series Pokemon games with over 2000 stars on Github. I've contributed multiple mechanics related bug-fixes with the simulator itself. I also regularly take part in discussions with other developers of the project to decide the best way to fix bugs or add new features.

PROGRAMMING LANGUAGES AND SKILLS

STRONG | C++ · JAVASCRIPT · ASSEMBLY · C · PYTHON **SOME KNOWLEDGE** | C# · JAVA · SHELL SCRIPTING · RUST