Patrick Daniel Mathieu

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EDUCATION	**University of California**, Santa Cruz, CA	**expected 06/2015**
	Bachelor of Science, Computer Science	

RELEVANT COURSEWORK

Object-Oriented Programming • Functional Programming • Data Structures • Algorithms • Regular Expressions • Automata/State Machines • Software Engineering • Agile Methodologies • Compiler Design • Game Design • Web Applications • Computer Architecture • Computer Networks • Digital Logic Design • Computer Graphics

TECHNICAL SKILLS

Programming Languages: C++ (proficient) • C (proficient) • Java (proficient) • Python (proficient) • HTML (proficient) • C# (prior experience) • Haskell (prior experience) • JavaScript (prior experience) • Ruby (prior exprience) • Assembly (prior experience)

Software/OS: Windows • Mac OS X • Linux • UNIX environment • Eclipse • Visual Studio • Git • Unity3D • Django • Ruby on Rails • Web2py • GDB • Valgrind • Make • Emacs • Vim

EXPERIENCE

Scrum Master — 02/2015
University of California, Santa Cruz, CA
Facilitated Scrum meetings and promote teamwork with student-formed PoverTea Studios.

Hack UCSC 2015 — 01/2015
University of California, Santa Cruz, CA
Formed a group and participated in the annual UCSC 48-hour hackathon.

PROJECTS

Time Capsule — 02/2015 - Present
Web application implemented using Ruby on Rails.

2 Sticks 4 Shooting — 01/2015 - Present
Top-down, twin-stick shooter arcade game programmed using C# with Unity3D.

Dining Hall Rater — 10/2014 - 12/2014
Web application written in Python using the Web2py framework.

OC Compiler — 09/2014 - 12/2014
C-like compiler written in C++. Uses Flex and Bison for scanning and parsing. Utilizes CPP (C preprocessor) for preprocessing files.

In-Memory Simulated Tree Shell — 07/2014
Shell simulation written in C++. Utilizes shared pointers as a partial memory management solution.