Patrick Daniel Mathieu

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EDUCATION	University of California, Santa Cruz, CA Bachelor of Science, Computer Science	expected 06/2015
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 experience) • 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 University of California, Santa Cruz, CA Facilitated Scrum meetings and promote teamwork with student-formed PoverTea Studios. Hack UCSC 2015 University of California, Santa Cruz, CA Formed a group and participated in the annual UCSC 48-hour hackathon.	02/2015 01/2015
PROJECTS	Time Capsule Web application implemented using Ruby on Rails. 2 Sticks 4 Shooting	02/2015 - Present
	Top-down, twin-stick shooter arcade game programmed using C# with Unity3D. Dining Hall Rater	01/2015 - Present
	Web application written in Python using the Web2py framework. OC Compiler	10/2014 - 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	09/2014 - 12/2014
	Shell simulation written in C++. Utilizes shared	07/2014

pointers as a partial memory management solution.