Oliver Eisenberg

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Objective

To obtain an internship within the Computer Science field that utilizes my determination and detail-oriented skill set to contribute to company goals.

Skills

- Proficiency in game development with C# and the Unity game engine
- Exceptional time management
- Advanced knowledge of C++ and C
- Knowledge of programming generative art in the Processing language
- Proficient in Microsoft Word, Excel and PowerPoint

Education

Bachelor of Science: Computer Science and Computer Engineering, Current
University of Southern California - Los Angeles

- **4.0 GPA**
- Recipient of USC Presidential Scholarship - Half-tuition merit scholarship for academic excellence, leadership, and community service
- Relevant Coursework: Linear Algebra, Data Structures and Object Oriented Design, Discrete Methods in Computer Science, and Introduction to Embedded Systems
- Project leader of Corpus Callosum club for creative applications of technology to art
- Effective Altruism member in which university chapters calculate the most efficient methods for helping the greatest amount of people
- Member of the Theta Xi fraternity

High School Diploma: 2016
Hopkins School - New Haven

- **4.0 GPA**
- SAT Score 2330 (800 Writing, 780 Math, 750 Reading)
- Mary Brewster Thompson Scholar Award - Given to four people per graduating class, it recognizes a student for intellectual maturity, enthusiasm for academic pursuits, and the ability to share that enthusiasm with others
- Volunteer for day school tutoring at Mauro-Sheridan Interdistrict Magnet School
- Science Olympiad team leader and CT state-competition winner in Epidemiology and Compound Machines

Awards

- Cum Laude Society member
- National Merit Scholarship Finalist
- AP Scholar with Distinction - For all 5's on seven AP tests

Personal Projects

- Created a virtual reality experience using the Oculus Rift for Corpus Callosum in which players interact with physical manifestations of famous poems
- Designed and programmed a 2D combat game based on role-playing mechanics in which two-players select starting attributes and weapons before each round
- Made interactive generative art using the Processing language in which state-based agents used the limited resources around them to survive in a randomly generated environment