|  |  |
| --- | --- |
| Graeme Holliday |  |
|  |  |
| holl4578@vandals.uidaho.edu |  |

Third-year computer science undergraduate at the University of Idaho looking for an opportunity to put existing skills into practice and develop new ones. Well-versed in many programming languages with additional experience in web design, mobile development, and team-based development. Patient, creative, focused, and a skilled communicator.

Education

University of IdahoCurrent GPA: 3.8 Major: Computer Science Minors: Mathematics, Spanish

Awards: National Merit Scholar, College of Engineering Dean’s List 2017-2019

Assets

* Programing Languages
  + Experienced with C, C#, and C++
  + Experienced with Java
  + Proficient in HTML, CSS, JS, Typescript
  + Familiar with ML, Python, Swift
* Spanish (Conversant)
* Relevant Coursework
  + Software Engineering
  + Operating Systems
  + System Software
  + Programming Languages
  + Data Structures

**Experience**

* Paid
  + Programming lead for Polymorphic Game Studio (September 2019 – present): Designing, coding, testing, and releasing a mobile game for Android and iOS
  + Camp counselor at Old Faithful Christian Ranch (summer 2019): Leading and mentoring kids
  + Deli clerk at South Lake Tahoe Grocery Outlet (summer 2018): Unpacking and sorting goods
  + Cook and cashier at Franklin’s Famous Cheesesteak Company (summer 2016): Preparing food, handling payments, cleaning up
* Personal Projects
  + Java application design (2014-2015): <https://github.com/CodecademyMinecraftMods/atlantis-mod>
* Volunteer
  + Service in Mexicali, Mexico (spring break 2016, 2017): Helping at an orphanage, remodeling a building for refugees, helping mentally disabled men
  + Service at City of Refuge Thrift Store and Soup Kitchen (monthly 2014-16): Sorting food donations, preparing food, serving food