

# Howard Ting

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## SUMMARY:

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I'm a new graduate with experience working in small and large software development projects. I've tutored advanced computer science courses and have developed some experience in web and game development in my free time; I seek to leverage my computer science background to professional work.

## EDUCATION:

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**University of California, Santa Cruz**

B.S in Computer Science, GPA: 3.2

**Graduated: December 2017**

### Related Coursework:

Software Methodology (project management & documentation methods: e.g. scrum/standup), Introduction to Probability Theory, Software Design Project I & II (Android Mobile; Java), Introduction to Algorithm Analysis, Fundamentals of Compiler Design (C++), Introduction to Data Structures (C/Java), Computational Models, Introduction to Operating Systems (C), Algorithms & Abstract Data Type (C/Java), Comparative Programming Languages (Scheme, OCAML, Smalltalk, Prolog)

## TECHNICAL SKILLS:

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- Proficient in C++
- Competent in C, JavaScript, HTML/CSS, Java
- Exposure to C#, Unity, MySQL
- Tools/IDE: Unix, Github, C9, Bracket, Atom, Sublime, Android Studio
- English/Mandarin Proficiency

## RELEVANT EXPERIENCE:

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**Tutor, Learning Support Services**

**Oct 2017 – Dec 2017**

- Introduction to Compiler Design - Create weekly lesson plans to tutor small groups, reviewed course project architecture (written in C++) and compiler design concepts
- Introduction to Analysis of Algorithms - reviewed algorithm concepts with single student

**Developer, Calm Stop (Mobile)**

**Jan 2017 -- Jun 2017**

- Developed mobile app with team of 4 in a fast-paced, iterative development environment (i.e. agile) while learning how to use Android Studio to build a mobile application for our sponsor, Police Strategies: <http://scalesstrategic.com/>
- Set up the UI and backend for the app's login and signup, created the initial functioning UI/code prototype of the app's chat messaging system, and imported an API (glide) to create a photo upload and reception module. The team used Firebase extensively as our intermediary database for all transmissions and data storage
- Implemented in Android Studio & written in Java

**Developer, Game Design Art Collab**

**Sep 2015 -- Jun 2017**

- Collaborated with teams consisting of 20-50 students on single games (1/yr)
- Sep 2015 - Jun 2016: Built & designed an inventory system using Unity C# for the game, COMA
- Jan 2017 - Jun 2017: Composed and exported music MIDI using Musescore for the game, RAIJU

## OTHER:

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- **Web Development** - developed websites for personal use (e.g. [howardtingling.github.io](http://howardtingling.github.io))
- **Waiter/Cashier** - bussed tables and interfaced with customers; occasionally washed dishes in the back