Howard Ting

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OBJECTIVE:

I am seeking to leverage a strong computer science background in industry and/or research

EDUCATION:

University of California, Santa Cruz

B.S in Computer Science, GPA: 3.2   **Expected Graduation: 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:

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

RELEVANT EXPERIENCE:

Tutor, *Learning Support Services*   **October 2017 – Present**

- 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, *Personal Site*   **Jul 2017 – Present**

- Independently built personal website using various environments and tools
- Implemented with Javascript, HTML, CSS; hosted on github
- Link: https://howardtingling.github.io/

Developer, *Calm Stop Mobile*   **Jan 2017 -- Jun 2017**

- Worked with team of 4 to design & build an Android application using Android Studio
- Application connects and exchanges information between two users with full user profiles using bluetooth signaling to wirelessly activate exchange
- 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 in Unity C# for COMA
- Jan 2017 - Jun 2017: Composed and exported music MIDI using Musescore RAIJU

OTHER:

- **Waiter/Cashier (2017)** - bussed tables and interfaced with customers; occasionally washed dishes in the back
- **Student Council Representative (2015) -** attended weekly meetings and hosted meetings with residents
- **Dorm Supervisor (2014)** - Sister Cities International, 58th Annual Conference leader