

# James Harris

Preferred: Jim

203 Serendipity Way, Dallas, Georgia 30157 • (609)-802-7512 • [jharris9456@gmail.com](mailto:jharris9456@gmail.com)

## EDUCATION

### Georgia Institute of Technology (Atlanta, Georgia)

August 2015 – Present

- Bachelor of Science in Computer Science (Third year; expected graduation: 2019).
- Concentrations are Systems/Architecture and Information/Internetworks
- GPA of 4.0

## EXPERIENCE

### Georgia Institute of Technology Undergraduate Teaching Assistant

January 2016 – Present

- Helps lead a recitation, while holding office hours, answering student questions, and grading.
- Creates homework assignments and grading guides.
- Computer Organization and Programming: Teaches computer organization and C programming.
- Intro to Object Oriented Programming: Taught object oriented programming concepts using Java

### Ultimate Software Engineering Intern

May 2017 – August 2017

- Worked on the Product Innovation and Strategy Team to develop prototype products for Human Capital Management.
- Created proof of concept web applications using AngularJS and Node.js.
- Leveraged different technologies ranging from document databases, to web crawlers, to facial recognition APIs.
- Contributed to the creation of an internal tool for managing data gathered from ethnography studies.

## PERSONAL PROJECTS

### Git Submission Tool <https://github.com/JH456/Git-Submitter>

- Submits student assignments to remote GitHub repositories.
- Successfully used during the CS1331 Spring 2017 semester.
- Used Java HTTP libraries and GitHub API.

### JavaScript IRC Bots <https://github.com/JH456/DL-IRC>

- Used JavaScript and several APIs, including the Yo API, to create a modular IRC bot.
- Includes functionality ranging from math, to user profiles, to basic encryption.
- DL-IRC uses youtube-dl to download videos off YouTube and has a cleaner, refactored codebase.

### Compiler

- Developed most of the stages of a compiler as part of a team for the Georgia Tech Compilers course.
- Gained large project experience with Java, and some knowledge of programming language design.
- Implemented lexing, parsing, type checking, and compilation down to an intermediate representation.

### Simple OpenGL Graphics Engine <https://github.com/JH456/OpenGL-3D-Practice-Engine>

- Created a basic engine for generating shapes in a three dimensional environment using OpenGL in C++.
- Gained experience working in a low level language and managing memory.
- Applied linear algebra to represent two dimensional shapes in a three dimensional space.

## SKILLS

### Concepts:

Network protocols and programming  
Computer Organization  
OOP/OOD, TDD  
Data structures and Algorithms  
Discrete mathematics/Combinatorics  
Linear Algebra, Calculus, and Statistics  
Databases

### Languages:

Java  
Javascript  
HTML & CSS  
C  
Python  
PHP  
Elixir

★★★★★  
★★★★★  
★★★★★  
☆☆★★★★  
☆☆★★★★  
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### Applications

Git  
Intelli-J

★★★★★  
☆☆★★★★

### Operating Systems:

Linux  
Windows

★★★★★  
☆☆★★★★