

James Harris

Preferred: Jim

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EDUCATION

Georgia Institute of Technology (Atlanta, Georgia)

August 2015 – Present

- Bachelor of Science in Computer Science (Third year; expected graduation: 2019).
- Concentrations are Modeling/Simulation 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

★★★★★
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