# 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/OGL-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

**Applications**

Git  ★★★★★

Intelli-J ☆☆★★★

**Languages:**

Java ★★★★★

Javascript ★★★★★

HTML & CSS ★★★★★

C ☆★★★★

Python ☆☆★★★

PHP ☆☆★★★

Elixir ☆☆☆☆★

**Operating Systems:**

Linux ★★★★★

Windows  ☆★★★★