

# Jeffrey Souza

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## EDUCATION

**University of Utah**, Salt Lake City, Utah, USA

- B.S. in Computer Science
  - Emphasis: Game Development
  - Cumulative GPA: 3.5 / 4.0

Aug 2013 – May 2017

## EXPERIENCE

# HackTheU

- Co-founder Oct 2011
  - Worked as part of a small team to host the University of Utah's first annual hackathon
  - Mentored hackers and assisted teams plan, code and debug their projects
  - Established and utilized HackTheU's social media to recruit and organize 250 hackers
  - Co-founded a non-profit organization and raised \$17,000 in three months

Oct 2016 – May 2017

## University of Utah IT

- Network Operations Intern Oct 2014 – Jun 2015
  - Automated various IT tasks by writing Python and Bash scripts
  - Configured and managed routers, firewalls, and switches for the University of Utah's campus
  - Communicated with end users and IT teams to troubleshoot and resolve issues across the network
  - Installed wireless access points, network switches, power supplies, and ethernet cabling

Oct 2014 – Jun 2016

## PROJECTS

- A Boy and His Beard Aug
  - Created and designed a 3D Action Arcade game with Unity as part of a small team
  - Implemented and optimized physics based gameplay code in C#
  - Allocated tasks to teammates and used Trello to track progress of features
  - Published on itch.io and Steam

Aug 2016 – May 2017

- Ochre Jun 2016 – Jul
- Designed a lightweight 2D game engine built with OpenGL and SDL2 in C++
- Implemented tidy abstractions for creating windows, handling input, and rendering fonts
- Developed extensive sprite and camera functionality to allow easy creation of animated scenes
- Utilized continuous integration to build and test software on multiple platforms

Jun 2016 – Jul 2016

- oncoBOT
  - Designed and implemented a machine learning based cancer diagnosis system with Python
  - Used openCV's SIFT feature detection to locate potential cancer modules in CT scans
  - Deployed Linode servers to run machine learning algorithms using cloud computing
  - Created at the University of Michigan hackathon MHacks in 36 hours

Feb 2016

## AWARDS & SCHOLARSHIPS

- Dean's List, College of Engineering
  - Received five semesters for attaining a GPA of 3.5 or higher
- Honors at Entrance Scholarship
  - Full-tuition scholarship at the University of Utah

2014 – 2017

Jan 2013

## SKILLS

- Most Used: C++, C#, Linux, Python, Unity, Vim
- Familiar With: Bash, C, Git, Java,  $\text{\LaTeX}$ , Make, MATLAB, SQL
- Novice: GLSL, Go, Haskell, Javascript, Ruby, R, Travis CI

## OTHER EXPERIENCE

**Professional Musician, Salt Lake City, Utah, USA**

2013 – 2016

- Performed as a jazz guitarist at weddings, restaurants and private events
- Toured as a rock guitarist for the Love Hope Strength Foundation promoting bone marrow donation
- Composed and recorded music for personal projects and a local independent film