# **Jeffrey Souza**

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# **EDUCATION University of Utah**, Salt Lake City, Utah

B.S. in Computer Science

Aug 2013 - May 2017

Emphasis: Game DevelopmentCumulative GPA: 3.5 / 4.0

#### EXPERIENCE HackTheU

■ Co-founder Oct 2016 – May 2017

- 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

# **University of Utah IT**

• Network Operations Intern

Oct 2014 - Jun 2016

- 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

#### **PROJECTS**

A Boy and His Beard

Aug 2016 - Aug 2017

- 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

■ Ochre Jun 2016 – Jul 2016

- 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

■ oncoBOT Feb 2016

- 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 MHhacks in 36 hours

# AWARDS & SCHOLARSHIPS

Dean's List, College of Engineering

2014 - 2017

- Received five semesters for attaining a GPA of 3.5 or higher
- Honors at Entrance Scholarship

Jan 2013

• Full-tuition scholarship at the University of Utah

#### **SKILLS**

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

### **ACTIVITIES**

# Professional Musician, Salt Lake City, Utah

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