

Laurence Tremblay

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SUMMARY

Experienced and dedicated Computer Science graduate with a proven track record of academic excellence and hands-on project involvement. Proficient in programming in Python, Java, C#, and JavaScript. Additionally, I am skilled in collaborative problem-solving, adaptability, and creativity. Seeking an opportunity to utilize my skills and passion for technology while preparing for graduate school.

EDUCATION

California Polytechnic State University, Pomona, CA

August 2020 - May 2024

- *BS in Computer Science*
 - *Relevant Coursework:* Software Engineering, Cryptography, Game Design, Data Structures And Algorithms
 - *Awards:* Dean's List (6/6 Semesters), Presidents List (3/3 years)
- GPA: 3.98

Girls Academic Leadership Academy, Los Angeles, CA

August 2018 - May 2020

SKILLS

- *Computer Languages:* Python, Java, C#, JavaScript (React)
- *Tools and Frameworks:* Canvas, Figma, Blender, Unity, Familiar with Azure and Tensorflow
- *Skills:* lesson planning and preparation, strong work ethic, dependable, problem solving, critical thinking, collaboration, adaptability, creativity, time management, open-minded, positive thinking

WORK EXPERIENCE

Learning Individual Studies Academy (LISA), *Teacher's Assistant*, Los Angeles, CA

Summer 2021 and 2022

- Tutored students in K-6th grade in English, Math, and STEM
- Worked closely with team members to deliver project requirements, develop solutions, and meet deadlines
- Tailored courses to meet goals and objectives of every student
- Collaborated with students and parents to determine students' needs and develop effective tutoring strategies

Prime Opportunities Investment Group, LLC, Social Media Intern, Los Angeles, CA

Summer 2019

- Created informative and entertaining posts for clients' Facebook pages with the use of Canvas
- Handled negative online reviews and responded to comments, post, and questions from various channels

PROJECTS

SPOT Boston Dynamics, *Team Member*

August 2023 – May 2024

- Collaborated with a team of students to program SPOT for a specific objective crafted by the team
- Acquired key experience on how to operate SPOT safely and learn the various packages that come with SPOT
- Researched libraries used within the project, such as Tensorflow for object detection training

Search and Rescue, *Team Member*

August 2022 – May 2023

- Collaborated with a team of several students to program drones with artificial intelligence for precise ground searches. Once the drones successfully detected an individual, drones were also programmed to deliver a water bottle and walkie-talkie.
- Researched libraries used within the project, such as OpenCv and YoloV5

Music Recommendation Website, *Frontend Developer*

August 2023

- Collaborated with a team of 8 peers to develop an innovative website dedicated to music recommendations
- Acquired key experience of integrating Spotify API, React skills and utilizing Azure services
- Designed the website interface using industry-tools like Figma for wireframing and Canvas for graphic design