

Immanuel Amirtharaj

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SUMMARY OF QUALIFICATIONS

- **Languages:** C, C++, Java, Objective C (iOS development), HTML, and CSS
- **Relevant Coursework:** Data Structures, Embedded Systems, Discrete Math, and Calculus
- **Applications:** Xcode, Sublime, Vim, Brackets, and Github

EDUCATION

Bachelor of Science in Computer Science and Engineering at Santa Clara University,
Santa Clara, CA

- **Expected Graduation:** 2017

WORK EXPERIENCE

Media Services Specialist: Santa Clara University Media Services, Santa Clara, CA, December 2014

- Present

- Performed various setups including projectors, laptops, and sound systems around campus.
- Occasionally worked at the front desk, and assisted both teachers and students in checking out equipment.
- Being called upon to troubleshoot problems in classrooms taught me important qualities such as communication working in pressure situations.

Exhibit Explainer, Children's Discovery Museum of San Jose, San Jose, CA, June 2012 - September 2012:

- Facilitated the activities and projects done at the museum.
- Provided exceptional customer support to the guests at the museum.
- Conducting events such as concerts and mascot showings taught me leadership qualities such as efficiency, patience, decision-making, and teamwork.

NOTABLE ACHIEVEMENTS

AP Scholar: Average of 4.25/5 in Biology, US History, US Government, and Calculus AB.

3rd Place: EA Code Wars Hackathon, Redwood City, CA

- Worked with a team of 3 other people to build an iOS game in 24 hours.
- Gained valuable experience with working with Processing, a Java based learning environment.

3rd Place: Hack for the Homeless Hackathon, Santa Clara, CA

- Worked with a team of 3 other people to build Modality, iOS app which uses user-inputted symptoms to diagnose them with illnesses.
- Used Parse, a cloud based service to input data into the backend.

PROJECTS

Project CampusZone - A way to connect students to their college community

- **iOS Front End Developer:** Currently creating a visually pleasing front end for CampusZone.
- Explored and worked with the Cocoa Touch framework and the AV Foundation framework.
- Expected release is Spring 2015.

PROFESSIONAL MEMBERSHIPS

Student Member, Institute of Electrical and Electronics Engineers, Jan. 2013 - Present

Student Member, Association for Computer Machinery, Jan. 2013 - Present