Marcus Lang

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https://github.com/MarcoPolo987

San Jose, CA

Education
San Jose State University - Software Engineering Major, Graduating May 2025
Relevant courses:
- Completed: CS46B(Intro to Data structures and Algorithms), Math42(Discrete Math) CMPE102(Assembly Language),
- In Progress: CS146(Data structures and Algorithms), CMPE131(Intro to Software Engineering)

SKILLS

Python (and Standard Library), Java, HTML, Javascript, CSS, SQL, Node.js

Strong communication with teachers, parents, and coworkers.

Exposure to: MATLAB

EXPERIENCE

City Year, Student Success Coach   August 2023 -Present

- I am in charge of creating a daily STEAM(Science, Technology, Engineering, Arts, and Mathematics) themed morning program for 20+ kids.
- I developed strong working relationships with small groups of students to teach English.
- I work with teachers in behavioral meetings to help create a peaceful learning environment for students.

SASE(Society of Asian Scientists and Engineers), Event Coordinator   September 2022-Present

- I coordinate with other club officers to plan professional and cultural events.
- I have led an annual Christmas in the Park event with a team of 4 club officers. Around 36 members attend each year.

VEX Robotics Club at Amador Valley High School, build captain   August 2020-June2021

- I am the build captain in my school's robotics club.
- I work with all team members and delegate building and coding the robot to get ready for competitions.
- Over the past 4 years, we hosted two competitions in Amador Valley High School. We started from scratch with no prior example to follow. After extensive research, we contacted the organizer to begin hosting. We had a successful event with over 24 teams from all over California. The money earned went towards improving our robot.

Valley Children's Museum, teen council member   June 2018-August 2021

- I was responsible for planning and implementing STEAM related weekly projects for kids.
- I coordinated with other team members to design projects, to use and reuse limited materials to create fun and educational science activities every week.

Engineering For Kids, intern   June 2019-August 2019

- I worked with other counselors to lead and motivate 10-20 kids to complete hands-on activities.
- I prepared my first lesson plans that improved student engagement.

PROJECTS

- hAPPy - project that won 3rd place in a local hackathon. Over 12 teams participated in my county. Our app was aimed to help reduce stress and boost mental health with an AI bot that would talk to users and give them resources to engage with. I was in charge of using google AI to recognize keywords.
- I am working on my own personal website that links to other projects and can be found on my github. For easy access, visit MarcoPolo987.github.io