

## John Doe

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<https://github.com/johndoe>

### Summary

Experienced software developer with expertise in systems programming, problem-solving, and building scalable, efficient applications. Passionate about learning new technologies and contributing to impactful projects.

### Education

Bachelor of Science in Computer Science

Example University

-from 2016-09 to 2020-06

### Work Experience

#### – Software Engineer

*At Tech Solutions Ltd.*

Developed system-level software, optimizing application performance by 20%. Implemented efficient memory management solutions for embedded systems. Collaborated with teams to deliver high-quality software on time.

-from 2021-01 to Present

#### – Junior Developer

*At Innovation Corp.*

Assisted in building virtual machines for running custom bytecodeOptimized drivers for embedded hardware Contributed to maintaining and debugging legacy code.

-from 2019-06 to 2020-12

### Projects

#### – Custom Emulator

[github.com/username/custom\\_emulator](https://github.com/username/custom_emulator)

Built a functional emulator for an 8-bit system to support retro games. Implemented debugging tools for better usability.

Used: C, SDL2,

#### – Interpreter for Scripting Language

[github.com/username/Interpreter](https://github.com/username/Interpreter)

Designed and implemented an interpreter for a simple scripting language with error handling and garbage collection.

Used: Rust,

#### – Virtual Machine Project

[github.com/username/virtual-machine](https://github.com/username/virtual-machine)

Created a virtual machine for executing bytecode with a stack-based architecture and efficient instruction decoding.

Used: C, Assembly,

### Skills

Rust, C, Assembly, Linux Systems Programming, Embedded Systems Development, Algorithms and Data Structures, Version Control (Git), Debugging and Profiling Tools,