Maya A. McAuliffe

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Education
University of San Diego, Shiley-Marcos School of Engineering, BA expected Dec 2019
- Computer science major, math minor, theology minor
- Java, C, C++, Swift, Python, Lua
- GPA: 3.82

Achievements
- President of Eta Kappa Nu, IEEE honor society of Computer Science and Electrical Engineering
- Shiley-Marcos school of Engineering Industry Scholar (Spring 2017 - current)
  - Awarded to 20 of the most promising first and second year engineering and computing students. Includes professional workshops and networking opportunities in tech
- Presidential Scholarship
- Highest honors and Dean's list for all semesters

Work Experience
iOS App Developer on Wolfgang app (Summer 2018) - https://itunes.apple.com/app/id1386981664
- Built and shipped a classical music app to the iTunes App Store with 1 other developer and 2 designers in 8 weeks
- Independently learned the Swift programming language
- Programmatically implemented features such as shading in the progress of a song in the representational waveform and allowing the user to drag the current location bar to skip to any point in the song
- Participated in the full process from brainstorming app ideas to analyzing real user feedback
- Learned MVC organization

Product Development Intern at Adaptive Insights, Palo Alto (Summer 2017)
- Added features to financial planning spreadsheet software
- Front-end and back-end code implementation from HTML to Javascript to Java to SQL
- Member of a scrum team

AP Computer Science tutor at FrogTutoring (Spring 2017)
Private math tutor (Spring 2014 - Spring 2017)
- Teaching problem solving and logical thinking with the basics of Java programming

Girls Who Code Summer Immersion Program at Facebook (2014)
- 8 weeks coding in Python and Javascript
- Created several projects individually and with others, including mobile apps using Google maps and Etsy APIs

Personal Project
Nertz App - https://github.com/MayaMcAuliffe/Nertz
- Programmatically creating a card game app in Swift using MVC structure
- Goal - add automated multiplayer options and publish it on the iTunes store

Relevant Coursework
Neural Networks | Networking | Automata, Computability, and Formal Languages | Object-Oriented Programming | Principles of Programming Languages | Digital Hardware | Computer Systems | Data Structures and Algorithms | Combinatorics | Probability | Statistics | Calculus III