

CHANNING PEAR

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EDUCATION

2014-2018	University of Texas at Austin, B.S. Computer Science Turing Scholar, Computer Science Honors Program (3.69 GPA)	Austin, TX
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WORK EXPERIENCE

Summer 2016	Google, Software Engineering Intern Working with the Storage Infrastructure team to collect various metrics for a large distributed system in real-time.	Mountain View, CA
Summer 2015	Bloomberg LP, Software Engineering Intern Developed premium financial analytics software and visualizations for a \$100M target market using React and D3 <ul style="list-style-type: none">- Designed and implemented custom visualizations to represent complex financial data- Set up custom requests between front and backend, and restructured 30,000 line front-end codebase- Implemented backend functions for financial engineers to validate submitted data	New York City, NY
Summer 2014	Beecher Investors, Software Developer Implemented real-time financial data grabber with excel integration using Yahoo's YQL and the Google Finance API <ul style="list-style-type: none">- Periodically queries yahoo and google finance for the most recent stock information- Caches the data in excel and groups requests so that requests aren't needlessly sent to the servers- Stores retrieved information in a spreadsheet to hook into later to get accurate historical pricing info	Stamford, CT
Spring 2014	Bogen Communications, System Administration Intern Conceived and designed an automated software deployment system to save the company up to 400 hours per year	Ramsey, NJ

SELECTED PROJECTS

ML Scheduler	Implemented multiple types of process schedulers, including FIFO, LIFO, SJF, SRT, and a custom machine learning algorithm that uses I/O time, CPU time, and various other metrics to predict the optimal time to switch processes
Swim Scope	Web app that scrapes an online database for the times of a specified group of swimmers, caches the results locally, and ranks the individuals in each of their events. Developed using Python, Selenium, Flask, and MongoDB
Mouse Tracker	Chrome extension to track mouse movement statistics over time, using the Polymer project for UI
Web Crawler	Indexes and searches a subset of the web. Supports compound queries and efficient phrase searching
Genetic Tetris	Graphical Tetris game with an AI developed and optimized through a genetic algorithm
Other Projects	Image Manipulation, Markov Chains, Graphical Chess, Single-Cycle CPU, malloc and free, pre-emptive threading

EXTRA-CURRICULARS

	Coding Competitions	
Spring 2016	4th Place at Machine Learning competition DataHack. Competed against masters and graduate students.	
Summer 2015	1st Place at Bloomberg Intern Hackathon by developing a 3D game on a team of three using Unity	
Spring 2015	2nd Place at Bloomberg's Coding Competition at UT	
2011-2013	YouTube Channel Founder Virally grew channel to 4,000,000+ views & 10,000+ subscribers through Minecraft redstone inventions	youtube.com/PearSquirrel
2010-2014	Web Developer Created over 10 websites for businesses, non-profits, educational groups, and teachers, including the high school itself	channingpear.com/portfolio
2005-present	Trumpet Elected new member representative by the biggest student organization at UT Austin (Longhorn Marching Band) 1st Chair Trumpet and Section Leader (both Jazz and Concert Band) since sophomore year of high school	

SKILLS AND TECHNOLOGY

Proficient: Java, Python, C++, Git, Vim, LaTeX
Exposure: React, JavaScript, HTML5, CSS3, C, MySQL, MongoDB, Objective C, Bash

RELEVANT COURSEWORK

CS	Data Structures*, Discrete Math*, Computer Architecture*, Operating Systems*, Algorithms*
Math	Statistical Modeling*, Vector Calculus*, Differential Equations, Linear Algebra

* denotes honors