STUDENT NAME

123 Street, Bozeman, MT 59714
406-923-XXXX | hello@gmail.com

SUMMARY

Industrious, reliable, and passionate computer science major seeking opportunities to enhance my knowledge and experience in the subfields of: artificial intelligence, machine learning, robotics, simulations, and software development/engineering.

EDUCATION

Montana State University Bozeman, Current GPA: 3.63
- B.S. in Computer Science

Anticipated Graduation Fall 2020

Los Angeles Film School – Graduated 2008
- Double-certification in Cinematography (Honors), Sound Design (Honors), and a minor certification in Editing (Honors)

PROJECTS

Independent Study — Neural Networks (in progress)
Advisor: Dr. Mary Ann Cummings
- Research, develop, and implement a neural network with the stated goal of mastering the game of 'Tic-Tac-Toe'.
- Knowledge and experienced gained will be used as the basis for ongoing research on the topics of AI, neural networks, biologically inspired algorithms, and emergent behavior.

Asteroid Diverter
- Created a graphics-based game within Python 3.5.

WORK EXPERIENCE

Detailed work history provided on back
Rocky Mountain Bank – Bozeman, MT   Oct 2013 – July 2016
- Teller, Personal Banker, Senior Personal Banker

Drivers Ed Direct – Los Angeles, CA   July 2011- Aug 2013
- On-road Driving Instructor

AWARDS & HONORS
- MSU Dean's Sophomore Leadership for Men Scholarship
- WolfSSL Scholarship
- Dean's Honor Roll – Spring 2017
- President's Honor Roll – Fall 2016

CLUBS/ACTIVITIES
- Association of Computing Machinery
- Association of Women in Computing

TECHNICAL SKILLS

Programming Languages
—Java
—C#
—Python
—C

Programming Tools
Visual Studio, NetBeans, Eclipse, IntelliJ, BlueJ, vim, PuTTY, Notepad++, GitHub

Other
HTML, CSS, Microsoft Word, Excel, PowerPoint

ADDITIONAL (SOFT) SKILLS
- High level of personal integrity
- Excellent written and verbal communication skills
- Strong analytical thinking and problem-solving ability
- Flexible and adaptable to changing environments
- Organized and efficient workload management

COURSE WORK

Computer Science
- Artificial Intelligence
- Software Engineering
- Programming with C
- Python Programming (Joy & Beauty of Computing)

Math & Applicable Courses
- Linear Algebra
- Calculus I & II
- Statistics for Scientists and Engineers