RILEY CHAMPION

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Education

University of California, Irvine
June 2022

Computer Science B.S.   3.6

▶ **Related Courses**: Python Intermediate Programming, Introduction to Software Engineering, Programming in C++ as a Second Language, Programming with Software Libraries, Data Structures, Principles of System Design

▶ **Activities:** Marketing/Co-Tech Director for Hack at UCI, Member of Animation Anteaters, Member of Running Club at UCI

Skills

Programming Languages:

▶ Python, C++, C, HTML, CSS, Javascript, R, MatLab, MIPS

Technologies/Frameworks:

▶ Visual Studio, Bootstrap, Eclipse, Git, Bash, GitHub, Node.js, ReactJS, Bootstrap, Unity, MongoDB, Ubuntu, Google Test, Vim, Adobe Creative Suite, Computer Repair

Awards

4 times Dean's Honor List

Corona Cross Country Leadership Award

Interests

Graphic Design

Web/Mobile Developement

Videogames

Long Distance Running

Computer Hardware

Technical Experience

Text-Editor
December 2019

- Created a notepad-like text editor with C++ that mapped keybindings to interact with text.
- Followed test-driven developement with Google Test to review and confirm commands worked accordingly
- Manipulated the stack to keep previous and current states of the text-editor to easily redo/undo

Pesudo Login System
December 2019

- Constructed a C++ pseudo login system with hash mapping to map usernames & passwords to specific node locations
- Implemented a rehashing system to optimize the amount of memory used by the hashmap
- Practiced with designing a Well-Behaved class to clean up all dynamically allocated data

IT Technician
July - September 2019

Whittier, CA

- Worked at the Lowell Joint School District as a part of the technology department where we assist teachers and students at various schools with any issues they had with their technology.
- Repaired and troubleshoot over 300+ laptops and desktops
- Installed various educational resources on school iPads to make learning more accessible

CodeBattles (Runner Up) - HackSC
April 2019

Los Angeles, CA

- Worked on Front End using ReactJS and Google's Material Design
- Used Javascript to connect and communicate with the CodeMirror and Judge0 APIs
- Created graphics and color scheme for the website

Text-Based Stock Display
February 2019

- Used Python and IEX Cloud API to collect and display stock data
- Utilized the urllib and json python modules to communicate and access data
- Implemented Indicators (True Range, Simple Moving Average, Directional) to calculate the value of the stock for that day
- Constructed a signal to indicate when to buy or sell stock