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**RESUME**

**OF**

**SAMUEL BOWEN**

# OBJECTIVES

Contribute to the Development of Virtual Reality and Augmented Reality Technology

# EDUCATION

**Clemson University**, Clemson, SC  *August 2013-present*

B.S. Computer Science (expected May 2017)

Minor in Business Administration

College

**Insights on Education**, Mauldin, SC  *August 2009-May 2013*

High School

# WORK EXPERIENCE

Developed a mobile game called Mirror Shift for the Android platform  *Summer 2016*

and released it on Google Play

Worked as a Teaching Assistant for Computer Science Lab *Fall 2015, Spring 2016*

Worked with a partner to develop a computer application called Kertra *Summer 2014*

that translates human language into a computer program

# ACADEMIC AND EXTRACURRICULAR ACTIVITIES

Member of Clemson Chapter of the Association of Computing Machinery *2013-2017*

* Secretary 2017

Organized Clemson Smash for the World video game tournaments for charity *2015-2016*

*FIRST* Robotics Competition (FRC) Team 281  *2009-2013*

* Captained the programming sub-team 2010-2013
* Designed and administered team website 2010-2012

# PROFICIENCIES

Programming in C#, C/C++, Java, Javascript, and Visual Basic.NET

Developing applications for Android and Google Web Toolkit platforms

Creating and editing web pages in HTML

Writing spreadsheets with Microsoft Excel and Google Docs

Administering with Google Apps for Business