

Von Taylor

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EDUCATION

University of California, San Diego

San Diego, CA

Bachelor of Science in Computer Science, GPA: 3.883

Expected March 2025

Relevant Coursework: Data Structures and Algorithms, Computer Architecture and Systems Programming, Software Tools

TECHNICAL SKILLS

Programming Languages: Proficient - Java, C, C++; Familiar - Javascript, HTML, CSS, Kotlin, Python, Bash Script, ARM

Software Tools: VS Code, Android Studio, Vim, Linux Command Terminal, Git, Github

TECHNICAL PROJECTS

Personal Projects

- Calculator (Kotlin): Manages the Gradle framework on Android Studio to allow users to do simple arithmetic with integers and decimals, which includes addition, subtraction, multiplication, and division
- Random Password Generator (Kotlin): Employs the Gradle framework on Android Studio to allow users to press a button that generates a password depending on their choice of uppercase letters, lowercase letters, digits, and symbols

Academic Projects

- Graph Algorithms (C++): Performs the Breadth First Search algorithm, Dijkstra's algorithm, and other graph algorithms to represent information on undirected graphs that are inputted via an edge list CSV file
- Huffman Coding (C++): Implements a tool to compress and uncompress files using Huffman Coding
- Book Cipher (C/ARM): Uses the words from any book, text file, or binary file to encrypt and decrypt any text or binary file using bitwise operations
- Memory Parking Ticket Database (C): Utilizes the hashing and linked list data structures to create and manage a parking ticket database in memory based on data from the 2018 New York City summons database
- Data Tokenizer (C): Applies tokenization to replace the comma delimiters from CSV files with a unique identification symbol to separate the CSV file's contents into manageable and processable data fields
- C Preprocessor Simulator (C): Simulates the C preprocessor by reading in a file and removing all C and C++ style comments from the file

WORK EXPERIENCE

Skyline Community College Stem Center

San Bruno, CA

Skyline Peer Instructor Tutor

January 2022 – May 2022

- Contributed to the tutoring and assistance of a total of more than 759 satisfied students in STEM
- Lead office hours and physics workshops to help students increase their performance and test scores
- Demonstrated a positive attitude while communicating ideas clearly with others and guiding them to desired solutions

LEADERSHIP & PROFESSIONAL DEVELOPMENT

Management Leadership for Tomorrow (MLT)

San Francisco, CA

Career Preparation Fellow

February 2023 – Present

- Accepted into a selective 18-month professional development program for high-achieving diverse talent

UCSD Computer Science and Engineering Society (CSES)

San Diego, CA

Staff Member

February 2023 – Present

- Engaged in professional development events to learn how to become a more well-rounded Computer Science applicant
- Facilitated the planning and performance of events that encompassed the theme of Computer Science and Engineering

VOLUNTEERING

Pacific Bay Christian Non-Profit Organization

Pacifica, CA

Alumni Magazine Lead Interviewer and Photo Aid Volunteer

January 2022 – Present

- Collaborated as a team to drive the successful publishing of 3 alumni magazines by meticulously leading the majority of the interviews and contacting the interviewees for photos to use in the magazines
- Illustrated interpersonal and communication skills by capability to lead conversations
- Researched effective interview strategies and how to further empathize with interviewees

INTERESTS

Passionate and experienced with software development, back-end development, and mobile application development, and interested in playing sports, jogging, playing videogames, and doing problems on LeetCode and Hackerrank