

# Koby Shaiseththah Outama

(209) 992-9639 • Stockton, CA • [koutama@uci.com](mailto:koutama@uci.com) • [linkedin.com/in/koby-outama/](https://www.linkedin.com/in/koby-outama/)

## EDUCATION

---

University of California, Irvine | Bachelor of Science in Computer Science

Expected Graduation Jun. 2023

## EXPERIENCE

---

American Campus Communities, Plaza Verde | Resident Floor Manager

Aug. 2020 - Jun. 2021

Irvine, CA

- Developed a community and managed a building with 1141 residents by creating and organizing programs for residents to bond.
- Gained and developed technical and intrapersonal skills such as digital art, phone etiquette, and professionalism.
- Worked directly with management and leasing to ensure quality living for students during a stressful time — COVID-19.

Hack UCI | Corporate [Intern/Organizer]

Dec. 2020 - Present

Irvine, CA

- Outreached to different companies such as Grubhub, Veeva, and Genentech to encourage sponsorship of Hack UCI.
- Collectively raised over \$15,000 for Hack UCI's hackathon.
- Successfully hosted and managed a 40-hour online hackathon.

Antleader Mentorship Program (AMP) | Mentee

Aug. 2019 - March 2020

Irvine, CA

- Competed for one of 65 mentee spots from over 180 applicants.
- UC Irvine sponsored mentorship program, primarily for 1st generation college students.
- Helped develop a sense of community and promote social interactions between members.

## TECHNICAL PROJECTS

---

Perfect Map Generator and Solver | C++

October 2020

- Created a C++ maze generator and solver utilizing the Depth First Search and Breadth-First Search algorithms.
- Worked on implementing algorithms in existing UI code.
- Learned how to utilize VIM, Valgrind memory management, and LLDB debugger.

Columns Game | Python

November 2019

- Created a Python-based game utilizing PyGames using object-oriented programming.
- Learned how to utilize PyCharm and PyCharm's Debugger window.

## SKILLS

---

**Computer:** Autodesk Inventor/Auto CAD | Git

**Languages:** Python | C++

**Related Coursework:** Python Programming (3 Quarters) | Introduction to Software Engineering | Programming in C++ as a Second Language | Data Structures Implementation and Analysis | Boolean Alg & Logic | Discrete Math for CS | Introduction to Linear Algebra | Introduction to Probability & Statistics for CS | Introduction to Computer Organization | Machine/Data Mining (Currently Taking Winter 2022)