Chris Weaver

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Education

University of California, San Diego — Anticipated Graduation Date: June 2019
Bachelor of Science, Computer Science with a Minor in Economics — GPA: 3.96 / 4.00
Relevant Coursework: Database Principles, Algorithm Design, Computer Architecture, Programming Languages

Skills

Languages: Java, C, C++, SQL, JavaScript, C#, SPARC, Haskell
Tools: Git, Eclipse, Vim, Android Studio, Linux, Visual Studio
Other: Object Oriented Design, Agile Development, Data Structures, Algorithm Design

Relevant Experience

Tutor, UCSD CSE Department (Advanced Data Structures) — Starting April, 2018

Private Tutor, CS and Math — Summer, 2017

- Taught both in person and online through skype video calls.
- Had to communicate concepts and ideas both clearly and professionally to completely new people daily.

Software Development Intern, Fantistics Fantasy Sports, Charlotte, NC — Summer, 2016

- Using Java, a Bash shell script, and Yahoo developer APIs, wrote a program to download all player headshots from the Yahoo database and place them in a position to be used in the application.
- Converted core classes from Visual Basic to C# as part of a move to a newer, more flexible programming language.

Projects

Webroot Hackathon Challenge — 2018

- Competed against my peers in a challenge that tasked participants to develop the best algorithm to control a drone in a virtual world based on passed in information about its surroundings.
- As time was winding down, my algorithm placed me 5th out of a field of over 320 students.

Tables — 2017

- In Android Studio, using Java and Firebase, led a team through an agile development process that resulted in an application that allowed UCSD students to meet up with other UCSD students for a meal, pairing them based on interests, classes, and personalities.
- Implemented a matching algorithm, chat room functionality, and account creation.
- Built the application with layered design in mind.

Six Degrees of Kevin Bacon — 2016

- Using C++, implemented Dijkstra's algorithm to find the minimal sequence of movies that connect any actor to Kevin Bacon.
- Also using C++, implemented Prim's algorithm to find the first year where a given pair of actors is able to be connected through movies made before that year.

Blackjack Simulation — 2015

- Using C in Visual Studio, created an application that allowed for input of dealt cards and kept track of the current deck state. It then used this information to run simulations and keep track of expected return for each course of action, which was then used to make a recommendation to the user.