

Adam Zawierucha

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Education

Rice University GPA: 3.89/4.0	2019 – 2023
Bachelor of Science in Computer Science	Houston, TX

Experience

Rice-Apps Team Lead	2019 - Present
<ul style="list-style-type: none">Work on a student-led team of seven to develop software with real-world impactAdhere to the agile software development process to create iOS apps	
Rice Computer Science Department Research Assistant	May – August 2020
<ul style="list-style-type: none">Applied deep learning techniques to resolve molecular phylogenetic quartetsUtilized PyTorch to train on simulated genetic information	
Roblox Featured Developer	2015 – August 2019
<ul style="list-style-type: none">Acquired over 1,100,000 plays on multiplayer games I developed with LuaLead a development team of three that design and develop gamesHandle marketing, finances, and contracting for a small, independent enterprise	

Projects

Optimizing Divorce Prediction Scales Python	January 2020
<ul style="list-style-type: none">Awarded Best Underclassmen Project during Rice Datathon.Used SVMs RFE, and our own framework to find the most important questions that predict divorce	
Moody Center Public Art Installation Navigator React Native, Node.js	2019 – Present
<ul style="list-style-type: none">Build an a Rice-Apps iOS app that gives users information about public art installations on Rice campus	
Tentabs JavaScript	September 2019
<ul style="list-style-type: none">Made a chrome extension during a hackathon that loads the first ten Google results on individual tabs.	
Flocking Boids JavaScript	October 2019
<ul style="list-style-type: none">Built a flocking simulation that runs in the browser	
Searching for the Needle in a Haystack C	May – November 2018
<ul style="list-style-type: none">An Analytical & Empirical Comparison of String Searching AlgorithmsWrote a program that measures experimental time complexity for my International Baccalaureate senior thesis	
Minigame Mania Lua	2018 – 2019
<ul style="list-style-type: none">Designed and created a round-based multiplayer game where players compete to win an assortment of mini-games	
Possession II: Spooked Lua	2015 – 2016
<ul style="list-style-type: none">Developed a round-based multiplayer game where players must figure out who the possessed character is	

Awards

Jackie Schnell Memorial Scholarship Rice University, Brown College	April 2020
<ul style="list-style-type: none">Given to (4) outstanding freshman nominees who have the highest GPA of their fall semester.The selection is also made on the basis of contribution to the college.	
Best Underclassmen Team Rice Datathon	January 2020
<ul style="list-style-type: none">Worked on a team of four during a data science competition	

Leadership

Rice Computer Science Club Co-Treasurer	March 2020 – Present
<ul style="list-style-type: none">Led a team of 20 team-members and hosted daily meetings to plan school events and handle administrative duties	
Rice Honor Council Representative	Sept. 2019 – Present
<ul style="list-style-type: none">Adjudicate cases of academic misconduct with team-members on a weekly basis	

Relevant Coursework

Computational Thinking (Python) • Program Design (Java) • Computer Engineering (C) • Algorithms • Linear Algebra • Multi-variable Calculus • Probability & Statistics • Computer Systems • Parallel Programming