

# Adam Adl

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## EDUCATION:

**University of Colorado at Boulder, College of Engineering and Applied Science**

Expected May 2025

*B.S. in Computer Science*

*Boulder, CO*

*Minor in Creative Technology and Design*

- **GPA 3.88** | Deans list 2021-present
- Relevant Coursework: Computer Systems, Operating Systems, Data Structures, Software Development

## WORK EXPERIENCE:

**CU Boulder Resident Advisor**

January 2023 to Present

*Resident Life*

*Boulder, CO*

- Engaged residents and improved community relations with special events and social functions
- Managed all day-to-day operations for a community of over 30 residents of diverse backgrounds
- Involved in crisis response, safety of building and occupancy, and conducted security rounds of assigned locations
- Mediated student problems using procedural conflict resolution and communication skills

## PROJECTS:

**Personal Website**

Up to Date

[https://adamadl.github.io/personal-website/Lab\\_Website/views/index.html](https://adamadl.github.io/personal-website/Lab_Website/views/index.html)

- Designed a cohesive header, footer, and navigation bar using advanced CSS and responsive design
- Constructed an interactive home page with an “About Me” and “Hobbies” section complete with photography
- Engineered a dynamic “Projects” page featuring an elegant carousel display that showcases multiple project

**Mancala AI**

November 2023

*Collaborator*

- Utilized Python Jupyter Notebook to create a Mancala game played against an AI
- Implemented a Mancala class complete with functions such as display board and random move generator
- Generated minimax and alpha-beta game trees at a depth of 5 plies to guarantee at least a 95% win rate

**Movie Review**

April 2022

*Creator*

- Implemented a dynamic home page utilizing the Bootstrap library
- Developed a robust search engine using TMDb API to retrieve movie details based on user search queries.
- Created an interactive “Add Review” functionality utilizing a SQL table for keeping track of user reviews

**Jeopardy**

November 2021

*Collaborator*

- Used C++ with 5 classes and 13 text files to create a game of Jeopardy
- Developed a Map class for generating the board and point values
- Created a main function with interactive inputs and outputs for displaying the game interface

## SKILLS AND INTERESTS:

**Technical:** C, C++, Scala, Python, JavaScript, HTML, CSS, SQL, NodeJS, Jupyter Notebook, Photoshop, Adobe XD, Illustrator, Microsoft Office Suite, GitHub

**Soft:** Communication, Problem-Solving, Crisis Management, Leadership, Teamwork, Critical Thinking, Attention to Detail, Adaptability, Time Management, Conflict Resolution

**Interests:**

- *Band:* 9 years of percussion, member of Tri-Music National Honor Society and Northern Colorado Honor Band
- *Theatre:* 10 years musical theatre productions, choreographer and student director for 2 years
- *Travel:* International (Brazil, Argentina, Austria, Germany, Switzerland, and Egypt) and many destinations within the US