Adam Walz

Machine Learning Engineer

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EDUCATION

Bachelors of Science, Computer Science

University of Utah, Salt Lake City, Utah

Expected Graduation Date: Spring 2013

GPA: 3.604

SKILLS __

Mobile Application Programming, Object-Oriented Programming, Scripting languages, Source control systems, Machine Learning, Natural Language Processing, Database Systems, Functional programming Competent in: Objective-C, Python, Java, C, C++, C#.NET, SQL

RELATED EXPERIENCE

Zillow, Inc.

Software Development Engineer, Intern

May 2011 - August 2011

Seattle, WA

- · Mobile Application development for the Zillow Real Estate iPhone and iPad application
- · Designed and implemented mapping of nearby amenities using GPS location, MapKit, and RESTful APIs
- · Application receives over a million page views per day

University of Utah

Teaching Assistant

Salt Lake City, UT

- · Lecture recitation sections with 25 students in which course concepts are practiced
- · One-on-one tutoring and debugging for students working on their assignments
- · Grading of weekly programming and written assignments, as well as midterm and final exams

CS 1410 - Introduction to Computer Science

January 2011 - June 2011

CS 2100 - Discrete Mathematics

August 2011 - December 2011

CS 2420 - Data Structures and Algorithms

January 2012 - August 2012

 CS 3130 - Probability and Statistics for Engineers

January 2013 - December 2013

CS 1410 - Introduction to Computer Science

January 2013 - Present

HONORS AND LEADERSHIP

Teaching Assistant of the Year Award - University of Utah School of Computing	2013
Association for Computing Machinery (ACM) Student Chapter Vice-President	2013
Top-placing Game Project – Utah CS Senior Design Fair	2012
Cascadia Innovation Fellowship	2011

Computer Science Student Advisory Committee – Chair, University of Utah
Faculty Retention, Promotion, and Tenure Committee – Student Chair, Utah
2009 - Present
2009 - Present

RELATED COURSEWORK

Machine Learning Mobile Applications: iOS, Android Compilers

Natural Language Processing Parallel Programming Operating Systems

Database Systems Computer Graphics Data Mining

MEMBERSHIPS