Cole Granof
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SOFTWARE ENGINEERING INTERN

PROFILE: Eager and inquisitive Computer Science and Applied Mathematics student with 4.0 grade point average. Strong abilities in independent problem solving, creative thinking, and collaboration. Seeking summer internship opportunity that will leverage my knowledge in computer science, programming, and applied mathematics.

HIGHLIGHTS

- Lead winning team in Software Engineering class to create kiosk application for Brigham and Women's hospital, allowing users to get directions on a 2D or 3D map of the building, among other services
- Many personal projects involving graphical physics simulations and games
- Understanding of many unique programming paradigmns

COURSEWORK

Machine Organization and Assembly	Statistics	Vector Calculus
Object-Oriented Design	Linear Algebra	Differential Equations
Systems Programming	Operating Systems	Newtonian Mechanics
Electromagnetism	Discrete Mathematics	Software Engineering
Computer Graphics	Algorithms	Operating Systems
Networks	Databases	Wave Physics

TECHNICAL EXPERTISE

- Languages: C, C++, Java, Javascript, Python, Lua, Racket, SQL
- Other Experience: WebGL, OpenGL, SDL

PAST WORK EXPERIENCE

- Taught various programming classes in Java and Python at iD Tech summer camps to students ranging from 7 to 16

RELEVANT PROJECTS (Github: https://github.com/bandaloo?tab=repositories)

- Created software for a Brigham and Women's Hospital kiosk in a group of ten using AGILE and Scrum methodology
- Gave presentation on computational models for simulating electromagnetic waves in a discrete time-step method without instability, and created web-based example
- Created multiple WebGL projects involving 3D graphics and transformations
- Reimplemented the libaries used to control the Pi-top LED board so that students at iD Tech could write and test their LED matrix Python code without the hardware for the LED board
- Created simple HTTP web server and client using C
- Created framerate independent particle engine using C and SDL
- Created multiple games and demos using various game frameworks and graphics libraries

EDUCATION

WORCESTER POLYTECHNIC INSTITUTE, Worcester, MA Expected: June 2020

- Bachelor of Science Degree in Computer Science and Applied Mathematics

COMMONWEALTH SCHOOL, Boston, MA. June 2016