

Bryan Relampagos

barelampagos@gmail.com

github.com/barelampagos

EDUCATION

University of San Francisco, San Francisco, CA

Expected Graduation 2016

Bachelor of Science in Computer Science - GPA: 3.41

VOLUNTEER

Mission Graduates

March 2014

STEM Program Volunteer

- Developed several lesson plans designed to introduce students in grades 4 - 6 to HTML
- Lead 2 sessions at Bryant Elementary following the curriculum developed in the lesson plans

SKILLS

Programming Languages

- Proficient: Java, C
- Prior Experience: C#, Python, JavaScript, HTML

RELEVANT COURSES

Software Development

Fall 2013

- Designed software with professional-quality code and documentation
- Redesigned and refactored code to improve efficiency and maintainability
- Identified and repaired bugs using the JUnit framework

Data Structures and Algorithms

Spring 2014

- Analyzed various algorithms to determine runtime and efficiency
- Implemented various data structures and algorithms through several projects
- Notable project: Implementation of Dijkstra's algorithm through a GUI

Parallel Computing

Fall 2014

- Gained a better understanding of programming in C
- Designed parallel programs using various API's: MPI (Message Passing Interface) and Threads
- Evaluated and debugged parallel programs for optimal performance

Game Engineering

Fall 2014

- Created various types of 2D games (top down shooter, platformer, etc.) in C# using XNA and Microsoft Visual Studio
- Properly displayed various game objects through vector and matrix manipulation

Compilers

Spring 2015

- Understanding and building various components of the compilation process, including lexical analysis, parsing, semantic analysis, and code generation
- Building a complete compiler using parser generator tools over the span of the course