

Welcome to RenderCV!

The boilerplate content was inspired by [Gayle McDowell](#).

Quick Guide

- Each section title is arbitrary and each section contains a list of entries.

Expériences Professionn

BS

University of Pennsylvania, Computer Science

Sept 2000 – May 2005

- GPA: 3.9/4.0 ([a link to somewhere](#))
- **Coursework:** Computer Architecture, Comparison of Learning Algorithms, Computational Theory

Experience

Microsoft, Software Engineer Intern

Redmond, WA

- Designed a UI for the VS open file switcher (Ctrl-Tab) and extended it to tool windows
- Created a service to provide gradient across VS and VS add-ins, optimizing its performance via caching

June 2003 – Aug 2003

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Publications

3D Finite Element Analysis of No-Insulation Coils

Jan 2004

Frodo Baggins, **John Doe**, Samwise Gamgee

[10.1109/TASC.2023.3340648](#)

Projects

Multi-User Drawing Tool

[github.com/name/repo](#)

- Developed an electronic classroom where multiple users can simultaneously view and draw on a "chalkboard" with each person's edits synchronizedDeveloped an electronic classroom where multiple users can simultaneously view and draw on a "chalkboard" with each person's edits synchronizedDeveloped an electronic classroom where multiple users can simultaneously view and draw on a "chalkboard" with each person's edits synchronized
- Tools Used: C++, MFC

Custom Operating System

2002

- Built a UNIX-style OS with a scheduler, file system, text editor, and calculator
- Tools Used: C

Technologies

Languages: C++, C, Java, Objective-C, C#, SQL, JavaScript

Technologies: .NET, Microsoft SQL Server, XCode, Interface Builder