Christopher Cooper

I am an aspiring software engineer with a passion for Software Engineering.

25 Earlymorn Irvine, CA 92614 (949) 838 - 6614 coopercb@usc.edu

Education

University of Southern California, Los Angeles, CA — *Computer Science*

August 2019 - PRESENT

GPA: 3.72

Woodbridge High School, Irvine, CA

August 2015 - June 2019

Experience

Inked Sports, Los Angeles, CA — *SWE Intern*

December 2020 - PRESENT

Help develop the user interface of the mobile application in React Native and Javascript. Communicate with the Instagram API to help athletes read and understand how they can market themselves.

Clubs

CAIS++

CAIS++ is a USC Viterbi-affiliated undergraduate student organization that serves as the student branch of the USC Artificial Intelligence in Society (CAIS). We work to promote the development of AI applications for social good

Club Basketball

We practice twice a week in order to prepare to play games against local colleges. We also travel once a year to play other teams on the West Coast.

PROJECTS

Spotify Insider

Web app that allows users to view in depth data about their Spotify Account. Technologies Used: Reactjs, Node.js, Heroku, Spotify API.

QuickWork

An iOS app created with two friends that allows those in a community to contact and communicate with those around them to find jobs that anyone can do. Technologies Used: Swift, Parse, Heroku

Arcade Hoops

An iOS app with a Java Servlet backend that was created for a school project with other students. I worked on the backend Java HTTP servlet and storing data in a SQL database. Technologies Used: Swift, Java, SQL

Websites

Linkedin

linkedin.com/in/chriscooper13

Github

github.com/chrisbcooper

Personal Website

christophercooper.me

Technologies

Java

JavaScript

Python

C++

HTML/CSS

Reactis/React Native

Git

Swift

MongoDB

SQL

Relevant Coursework

Data Structures

Object Oriented Programming

Software Development

Algorithms and Theory of

Computing

Linear Algebra

Discrete Mathematics

Soft Skills

Teamwork

Leadership

Communication