

Colby Harrison

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| EDUCATION | University of California, San Diego Bachelor of Science: Computer Science Expected Graduation Date: 6/2016 Cumulative GPA: 3.45 Santa Rosa Junior College Graduation Date: 6/2013 Cumulative GPA: 3.63 |
| SKILLS | C/C++, Java, Javascript, Android/Glass, Verilog, HTML/CSS |
| RELEVANT COURSEWORK | Software Engineering, Advanced Data Structures, Princ/Computer Operating Systems, Design & Analysis of Algorithms, Computer Org. & System Programs, Theory of Computability |
| WORK EXPERIENCE | Cubic Transportation Systems, San Diego, CA Software Engineer Intern Jun 2014 – Present During the summer internship our team of four designed and implemented a card-less/cash-less pay system for public bus and rail transportation. This was done using multiple servers and Android applications. Currently designing, implementing, and maintaining multiple R&D projects. <ul style="list-style-type: none">• Applicable Experience: Node.js(Javascript), Android/Glass(Java), C/C++, Objective C |
| RESEARCH EXPERIENCE | University of California, San Diego Undergrad Research Student, Comp. Sci. Department Jul 2014 – Sep 2014 Project: Patient-Physician Communication Supervisors: Professor Nadir Weibel Research areas: Ubiquitous Computing <ul style="list-style-type: none">• Applicable Experience: C++, Visual Studio, Microsoft COM Objects |
| COURSE EXPERIENCE | CSE 110: Software Engineering Project Manager Apr 2014 – Jun 2014 In a team of ten people we created a restaurant web-app that allows companies to create time schedules. Allows employees to view their time schedules and give availability times. http://mngr.herokuapp.com/ <ul style="list-style-type: none">• Applicable Experience: Node.js(Javascript) |
| INTERESTS | Backpacking, Mountain Biking, Good Reads, and Adventuring for the Sake of it |