

COLE SCHROEDER

SOFTWARE ENGINEER



SKILLS

Java

Python

C++

Swift

HTML/CSS

Photosh<u>op</u>

Illustrator

LaTeX



INTERESTS

Volleyball
Math Tutoring
Snowboarding
Painting and Drawing
Graphic Design

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA VITERBI SCHOOL OF ENGINEERING

Bachelor of Science in Computer Science; Directors Scholarship; GPA 4.0

SOUTH PASADENA HIGH SCHOOL

AUG 2014 - JUN 2018

AUG 2018 - MAY 2022

Valedictorian; California Scholarship Federation Life Membership; Mathematics Achievement Award; Kathryn Larkin Crary Memorial Sportsmanship Award; GPA 4.0

EXPERIENCE

APP DEVELOPMENT INTERN

MAY 2019 - AUG 2019

Rain Rain Sleep Sounds

- Developed and tested IOS and Android mobile applications using Swift,
 Objective-C, Java, and Kotlin
- ► Created and analyzed ad campaigns and other branding materials
- ▶ Implemented photo editing, media playback, subscriptions, and ads

POLYMATHIC FELLOW

OCT 2018 - MAY 2019

University of Southern California Sidney Harman Academy for Polymathic Study

- Collaborated with a team of 3 to research Martian colonization and habitability using interdisciplinary experiments and resources
- ► Contributed to a research paper analyzing a 3-month plant growth experiment
- ► Constructed an interactive educational virtual reality environment

RESEARCH INTERN

MAY 2016 - FEB 2018

University of Southern California Locomotor Control Lab

- Developed 8 virtual environments in Google Sketchup in order to study walking patterns of patients with Parkinson's disease
- ► Self-taught Python programming language by exploring documentation
- ► Participated in developing an interactive walking simulation with audio and visual feedback for step height over obstacles

PROJECTS -

RAIN RAIN SLEEP SOUNDS (ANDROID APP)

JUL 2019

App Development Internship

- ► Debugged and refactored code to reduce app crashes to under 1%
- Released features to thousands of users
- Reworked user interface for a more seamless user experience

IMPRINT - TEXT ON PHOTOS (IOS APP)

JUN 2019

App Development Internship

- ► Coded a fully-functioning, easy-to-use app for putting text on photos
- ► Followed design process from initial concept to app store publishing
- ► Integrated and extended external APIs for a color and photo pickers

SOUNDWAVE (WEBSITE)

MAY 2019

Corpus Callosum: USC Art and Engineering Club

- ► Managed a team of 5 in creating a music responsive 3D animated landscape
- ▶ Utilized the p5.js JavaScript library for graphics along with HTML and CSS
- Presented at a public showcase to faculty, staff, and students





