COLE SCHROEDER

SOFTWARE ENGINEER

SKILLS

Java C C++ Python Swift
HTML CSS JavaScript
Photoshop Illustrator LaTeX

COURSEWORK

COMPUTER SCIENCE
Computer Systems
Algorithms & Computing Theory
Principles of Software Dev.
Data Structures
Embedded Systems
Penetration Testing

PHYSICS
Mechanics & Thermodynamics
Electricity & Magnetism

MATHEMATICS
Multivariable Calculus
Linear Algebra
Probability Theory

INTERESTS

Volleyball
Tutoring
Snowboarding
Painting and Drawing
Graphic Design

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA
VITERBI SCHOOL OF ENGINEERING
AUG 2018 - MAY 2022

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

SOUTH PASADENA HIGH SCHOOL
AUG 2014 - JUN 2018

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

EXPERIENCE

COURSE PRODUCER (TEACHING ASSISTANT)
JAN 2020 - PRESENT

Data Structures and Object Oriented Programming Course at USC

- Helped facilitate weekly laboratory section
- Explained concepts and tutored students during weekly office hours

ACADEMIC CLUB VICE-PRESIDENT
JAN 2020 - PRESENT

Corpus Callosum at University of Southern California

- Led the club in gathering groups of students into teams to create projects at the intersection of art and tech
- Organized leadership meetings and introduced efficient policy changes
- Coordinated with other clubs to plan events

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

PROJECTS

STADTPLATZ (WEB APP)
NOV 2019

Principles of Software Engineering Project

- Contributed to an online education-related forum from inception to publishing
- Managed a team of 6 to complete tasks ahead of schedule
- Implemented user experience and designed website and database structure

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

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