COLE SCHROEDER

SOFTWARE ENGINEER

TECHNICAL SKILLS

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

RELEVANT COURSEWORK

COMPUTER SCIENCE
Software Engineering
Artificial Intelligence
Computer Graphics
Operating Systems
Algorithms & Computing Theory
Data Structures
Penetration Testing

MATHEMATICS
Multivariable Calculus
Linear Algebra
Probability Theory

INTERESTS

Volleyball
Snowboarding
Painting, Drawing, Digital Art

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

JUNIOR APP MANAGER — May 2020-Aug 2020
Rain Rain Sleep Sounds

- Managed project structure, organized tasks, and projected task timelines
- Worked independently full-time with weekly check in meetings
- Published 2 apps to the iOS app store

APP DEVELOPER — May 2019-Aug 2019
Rain Rain Sleep Sounds

- Completed code and marketing tasks during 40 hour work weeks
- Implemented functionality and branding materials for iOS and Android apps

INVOLVEMENT

UNDERGRADUATE TEACHING ASSISTANT — Jan 2020-Present
USC Data Structures Class (Spring) and Operating Systems Class (Fall)

- Facilitated weekly laboratory section for data structures course
- Explain concepts and tutored students during weekly office hours

ACADEMIC CLUB VICE-PRESIDENT — Jan 2020-Present
Corpus Callosum at University of Southern California

- Coordinate with other clubs and lead project team formation
- Plan leadership meetings and introduced efficient policy changes

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
- Drafted a research paper analyzing a 3-month plant growth experiment

PROJECTS

STAR BLAST (IOS APP) — Jul 2020
App Development Internship

- Integrated artwork for sprites and added animations and particle effects
- Setup notifications, analytics, game logic, and user interface
- Tuned animations to reach 60 frames per second performance

BELLVISION FOR ANIMAL CROSSING (IOS APP) — May 2020
App Development Internship

- Trained machine learning models to identify 441 animal crossing items
- Created an easy-to-use interface for real time object detection using camera

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

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