



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

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



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