Cooper Birdsall

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EDUCATION

Brown University, *Computer Science*   Providence, RI | **Expected Graduation May 2022**
Fall 2019 Coursework**:** Computer Systems, User Interfaces and User Experience, Object-Oriented Programming Teaching Assistant

Past Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Corpus Linguistics, Calculus II,
    Linear Algebra

Champlain Valley Union High School, GPA 4.2/4.3   Hinesburg, VT | **Class of 2018**

WORK EXPERIENCE

Brown Computer Science, *Undergraduate Teaching Assistant (UTA)*   Providence, RI | August 2019 – Present
- Fall 2019: UTA for "Intro to Object Oriented Programming and Computer Science" (CSCI 0150):
    o Led weekly lab meetings on Linux and Java, held weekly TA hours
    o Developed and graded course assignments, designed lecture presentation slides for class meetings
    o Ran A/V system for course of 400+ students, including managing clicker questions, coordinating staging and lights
    o Acted as a mentor for a small subset of students, advising on Computer Science and course pathways

Green Mountain Electric Supply, *Digital Innovation Intern*   Colchester, VT | July 2019 – September 2019
- Developed Visual Basic macros to analyze, organize, and update data for over 1 million products in Excel
- Reduced E-commerce webpage load times by over 2 seconds by batch compressing 300,000+ product images
- Maintained an active FTP Site to manage company-wide product database

Champlain Valley School District, *IT Support Assistant*   Williston, VT | June 2016 – August 2018
- Enterprise enrolled 500 student laptops to be managed by the school district
- Responded to IT help tickets submitted by teachers and summer staff
- Imaged and updated hundreds of desktop computers to be ready for the school year

Esc4pe Reality Games, *Game Manager & Intern*   Burlington, VT | June 2017 – July 2018
- Independently managed 8-12 person groups of customers, guiding them through the escape room for 1.5 hours per group
- Assisted in Search Engine Optimization and physical marketing strategies

PROJECTS

Decision Tree, *Java*   April 2019
- Implemented a Machine Learning algorithm to have the computer choose a classification (answer a question) based on inputs and attributes from training data
- Recursively wrote the ID3 algorithm to generate the tree from multiple unique datasets

Sketchy, *Java & JavaFX platform*   December 2018
- Created a clone of a simple graphics editor similar to Microsoft Paint that allowed users to draw and add shapes to layers; move and rotate objects; and save/load projects
- Managed inheritance and implementation of over 20 Java classes

Tetris, *Java & JavaFX platform*   October-November 2018
- Made a fully functioning graphical Tetris game from scratch
- Used JavaFX Timelines for animating motion of pieces and a custom algorithm to clear completed rows

EXTRACURRICULAR ACTIVITIES

SHAG (Sexual Health Awareness Group), *Peer Educator*   Providence, RI | December 2018 – Present
- Developed and ran workshops on sexual health matters for groups of first-years, student clubs and organizations
- Planned the annual Sex Week during April to promote sexual health, coordinated publicity and guest speakers
- Engaged with and presented to fellow Peer Educators during the annual 16-hour training seminar

Champlain Valley Union High School, *Technology Integration Committee*   Hinesburg, NE | June 2016 – June 2018
- Sat on a subcommittee of teachers and administrators to develop policy for integrating technology into the high school
- Helped to monitor the 1:1 student Chromebook program with 1,300 devices

SKILLS

Technical Skills: Proficient in Java, Python, C, Visual Basic for Microsoft Office Suite, Eclipse ERP, Figma, Adobe XD, Balsamiq
Languages: Bilingual proficiency in English and Spanish