

Charles Pastuszewski

3476 Hinman, Dartmouth College • Hanover, NH 03755 • 617-835-9120
charles.b.pastuszewski.14@dartmouth.edu

Education

Dartmouth College

March 2014

Bachelor of Arts in Computer Science

GPA: 3.96, Major GPA: 3.98

Courses include: Operating Systems, Computer Architecture, Concurrent Algorithms, Software Design and Implementation, Database Systems, Computer Networks, Computer Security, User Interface Design

Concord Academy

2010

SAT: Writing – 800, Reading – 790, Math – 730

Valedictorian

Experience

Microsoft – Redmond, WA

Software Development Intern, Windows Fundamentals Ecosystem

June 2013 – September 2013

Designed and programmed media diagnostics tools for Windows 8.1 that allow Windows performance analysts to determine the quality of media playback their systems can deliver.

Dartmouth College – Hanover, NH

Teaching Assistant for Operating Systems

September 2013 - Present

Answer students' questions via email and during lab tutorial hours. Assess homework assignments for efficiency, correctness and style.

Computer Science Tutor

June 2012 - Present

Tutor students in courses such as Computer Architecture, Discrete Mathematics and Problem Solving with Computer Science.

Presidential Scholar Researcher

March 2012 – January 2013

Under Devin Balkcom, researched and designed algorithms for finding efficient representations of configuration spaces for robot motion planning and implemented parallel versions of these algorithms.

Harvard University – Cambridge, MA

Programmer

May 2011 – September 2011

Programmed a Java/C++ program for displaying and editing equations written in LaTeX for use in scientific paper drafting software.

Academic Project Experience

DartTorrent (team project)

Spring 2013

Designed and programmed a BitTorrent client with support for resuming from partial download, endgame and peer choking/unchoking.

Yalnix (team project)

Fall 2012

Designed and programmed a basic kernel, complete with syscalls, support for multiple processes and synchronization primitives to coordinate these processes.

LearnPiano (team project)

Spring 2011

Designed and programmed a computer game using C and the GIMP Toolkit that teaches new piano players how to play the instrument.

Skills and Accomplishments

- **Coding Languages:** experience in C, C++, Python, Java, MySQL, Haskell, HTML/CSS, Javascript, PHP
- **Operating Systems:** Ubuntu Linux, Mac OS X, Windows
- Early Inductee Phi Beta Kappa (2013), 2011-2013 Rufus Choate Scholar (top 5% of students in class)