

# DAVID BUFFKIN

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## PROFESSIONAL SUMMARY

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Forward-looking computer scientist with a special interest in artificial intelligence and machine learning. Searching for especially innovative roles in research and development of AI in the modern age. Prepared to learn and adapt to new approaches to AI and apply said techniques in real-world applications.

## EDUCATION

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### **Carnegie Mellon University - Pittsburgh, PA**

*August 2019 - Present*

Bachelor of Science in Artificial Intelligence  
Current GPA of 4.0

### **University of Florida - Gainesville, FL**

*August 2018 - May 2019*

Analytic Geometry and Calculus 3, Elementary Differential Equations, Programming Fundamentals 2  
GPA of 4.0

### **Buchholz High School - Gainesville, FL**

*August 2015 - May 2019*

Scored 5 on all 15 AP classes taken  
4.0 unweighted GPA, 4.85 weighted

## WORK HISTORY

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### **Freelance Application Developer**

Created, developed, tested and released video games for the iOS platform, implemented advertising services from Google and Unity

### **Private Math Physics Economics Tutor**

Accelerated client's learning and comprehension of course material in advanced subjects, provided and evaluated effective strategies and feedback to maximize performance

## TECHNICAL STRENGTHS

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<b>Programming Languages</b>	Python, Java, C/C++, C#, SML, Julia, experience in many others
<b>Programming Techniques</b>	OOP, Imperative & Declarative, Algorithms, Data Structures, DP
<b>Technical Skills</b>	L <sup>A</sup> T <sub>E</sub> X, Git, Jupyter, UNIX, Scripting, Game Development
<b>Personal Traits</b>	Project Coordination, Team Leadership, Communication

## STEM COMPETITIONS

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Participated and performed remarkably well in many high school math and science competitions like National Science Bowl, USAPhO, AMC/AIME, ARML, Mu Alpha Theta, USNCO, and Physics Bowl among others

Head Programmer for high school FTC robotics team, some mechanical design work