

# Derek Frank

Software Engineer

## Home Address

3542 Via Dolce  
Marina Del Rey, CA 90292  
*Willing to relocate*

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**Portfolio:** derekmfrank.com/portfolio/

## Objective:

To gain valuable experience as a Software Engineer and Developer by joining an organization that will utilize my skills towards the success and continued growth of the company.

## Education:

University of California, Santa Cruz

Sep 2008 – June 2012

Bachelor of Science Degree in Computer Science (School of Engineering)

## Technical Proficiency:

- Knowledgeable and experienced in computing networks (TCP/IP) and socket implementation.
- Experienced in machine learning, compiler design, and operating system design.

## Projects:

- **Compiler** (2011): A compiler for a C-style minimal language. C, Flex, Bison.
- **Game Agent** (2012): A game agent for a game called Rock-Paper-Scissor Safari with implementation of machine learning. Common Lisp.
- **Shell** (2012): A minimal Bourne-like shell. C.

## Languages:

- **Proficient:** C, C++, Java, Common Lisp, Python
- **Prior Experience:** Scheme, Perl, Lua, OCaml, Prolog

**Operating Systems:** Linux/Unix, Mac OS X

**Technologies:** HTML/CSS, Django, Octave, MATLAB, Vim, Emacs

## Professional Strengths:

- Strong background in applied mathematics and general physics.
- Maintain good management and strict organization skills.
- Creative and inventive problem solving skills.
- Quick learner and able to apply new concepts quickly.
- Great work ethic, great interaction with others, and have excellent leadership.

## Experience:

General Employment, Woodland Hills, CA

August 2011 – September 2011

Administrative Assistant

- Provided web advertisement and recruitment with use of HTML.
- Maintained and organized computer database files along with hard copies.
- Created spreadsheets in Excel.