Derek Santolo

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Recent college graduate with longtime interests in music, gaming, and literature primed to bring creative and technical solutions to a software engineering team; I look forward to solving challenging, open-ended problems in a collaborative, team-based environment; strong teamwork and communication skills; six years of programming experience.

Languages: (Proficient) Java, Swift, JavaScript; (Familiar) C++, Python, C#

Education

Pepperdine University · **GPA: 3.2/4** *Malibu, CA : 2016 - 2020*

B.S in Computer Science

Formal Methods	Discrete Structures	Computer Systems (Java)
Data Structures	Operating Systems	Programming Paradigms (Scheme/LISP, Prolog, Concurrency)
Programming Principles II (C++)	Computer Organization	Automata Theory
Computer Networks (Python)		

B.S. in Mathematics

Calculus I-III	Probability	Statistics
Linear Algebra	Algebraic Structures I & II	Transition to Abstract Math
Real Analysis	Differential Equations	Physics I

Experience

Genesis Lab Student Worker **at Pepperdine University** *October 2019 - April 2020*

- The Genesis Lab is Pepperdine's creative, tech-oriented "makerspace" available to students interested in emerging technologies such as VR headsets, 3D printing, and high-powered desktops.
- Built/designed Genesis Lab site using Wix and collaborated on its design with FTEs to make it attractive, accessible and informative.
- Quickly acclimated to Linux and its command line to install/setup an AR Sandbox with one-week deadline; was successfully demoed at Pepperdine's 2020 TEDx event.
- Provided customer service for students/faculty interested in emerging technologies.
- Collaborated on game design docs to be implemented in a future semester.

Software Engineer Intern **at Pepperdine University** *Aug 2018 - April 2019*

- Performed full-stack development on a forms portal web application to be used by university administrators.
- Collaborated with intern team to design app workflow and UI, which neatly categorized form types and presented them in a scrolling view to organize and catalyze the process of bulk signing many instances of the same form type.
- Demonstrated leadership by pushing for unique/intuitive features to improve user experience in managing and assigning forms; these included a "signing cart" which simplified the form approval process in a familiar way analogous to online shopping carts, and a "signflow" — a graphical representation of where an assigned form is in its sequence of signers.
- Worked with full-time employees to implement best practices.
- Presented development milestones on a weekly basis to project overseers.
- Demoed app to clients and received positive reception.
- Successfully transitioned codebase to following group of interns through a process of code review, refactoring, and cleanup.
- **JavaScript (jQuery), HTML/CSS, Bootstrap, C#/SQL**(backend/database).

Projects and Personal Interests

SwiftUI

- Currently completing HackingWithSwift's "100 Days of SwiftUI" course, which contains various apps that illustrated topics such as: constructing UI layouts with SwiftUI using major components like NavigationView, TabView, view stacks, Button/Image iews, etc., connecting SwiftUI to other frameworks such as CoreML and CoreData, using protocols like Codable/Decodable and Identifiable, sending/receiving Codable data with URLSession, and mixing SwiftUI and UIKit with coordinators.
- As part of the HWS course, built multiple challenge apps from scratch such as a rock-paper-scissors game that uses custom views, and a habit tracking app that makes use of the ObservableObject protocol and saves/loads user data with UserDefaults and Codable.
- Completed Apple's "Landmarks" app for the "Introducing SwiftUI" tutorial.

Other

- Received AlgoExpert Certificate of Completion (Solved 100 Data Structures/Algorithms Questions; March 2021)
- Participated on a team of three to submit the game "SPAZ" to an online "game jam" where competitors had 72 hours to submit a game based on a simple theme; came up with initial concept and used **Godot Engine w/ GDScript** to develop the game; ranked #6 out of 205 entries (May 2020).
- Wrote a Discord bot in **Python** based on a video game character that can respond to text commands, join voice channels, play audio from YouTube videos, and play local audio files.
- Web development with React (Traversy Media's YouTube Courses)

Non-technical

- Drum Lessons (Academy of Drums and Guitar, NJ) – 12 years, Guitar Lessons (Pepperdine University) – 2 years.
- Drumming – 16 years, Guitar – 2 years.
- Music, reading, health/fitness, tennis, the video game industry.