Adrian Cagaanan
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University of Southern California	**B.S. Computer Science/Computer Engineering**
	Expected Graduation Date: 15 May 2015

TECHNICAL SKILLS

Computer: Microsoft Office
Languages: Verilog, HTML, Assembly, Java, C#, Python, PHP, Javascript, SQL, Javascript, C++
Other: Virtuoso, Bootstrap, Modelsim, AngularJS, NodeJS, Pspice, Microsoft XNA Game Studios, Ajax, ASP.NET, Github, Laravel, Qt, Unix, 8086, 8088, 80386, Jquery, Junit Testing, Vsim, Ubuntu, Windows, Unix

WORK EXPERIENCE

Up And Running Software   **Summer 2014 - Present**
Software Developer Intern
- Constructed a website using angularJS and nodeJS
- Applied patches to add data and modify database
- Setup and maintained content updates to company website
- Created scripts using DOM functions to parse info from HTML elements

Nestle Purina   **Summer 2013**
Student Intern
- Built a web application for contractor authorization
- Contributed to make a web application that controlled aspects of the factory
- Used ASP.Net, Microsoft SQL Server 2005, C# and Visual Studios

Creaction Interactive   **Summer 2012**
Student Intern
- Learned Ruby for RPG Maker VX Ace to build scripts for the team's RPG Game
- Learned fundamental design and control aspects of RPG Maker VX Ace

SCHOOL INVOLVEMENT/EXTRICURRICULAR ACTIVITIES

Networking And Security   **Spring 2014**
- Participated in a Team Capture The Flag Exercise where we used cryptographic techniques to decrypt and encrypt message in a network.
- Engaged in a Team Capture The Flag Exercise where we instigated and protected from DDoS attacks
- Created a firewall using a principle of "least privilege"

USC Autonomous Underwater Vehicle Team   **October 2011-Summer 2012**
Team Manager(Non-technical)
- Managed a team to plan design reviews, create orders, create funding proposals, modify website, create a new logo, and create sponsorship packets

School Team Projects
- Contributed to create factory simulation using Java swing package to build GUI and Server/Client principles to coordinate tasks.
- Participated to create conveyor factor simulation using agents to communicate with the animation through an asynchronous messaging interface
- Collaborated with team to create a 3-D Pirate Ship Game using principles such as Camera Concepts, Vector Math, State Machine Design, A*, and Monitoring Collisions

Miscellaneous Solo Projects
- Constructed a prototype profile website using HTML, Javascript, Bootstrap, and CSS.
- Made a pipelined adder using Verilog
- Made an amplifier by first testing with Pspice program and then constructing from electronic parts.