

DEREK JONES

Current Address

56 La Honda Court
Clayton, California, 94517
(925) 348-0232

DerekJones@asu.edu
<http://www.github.com/dj0wns>

Education

- **Barrett, The Honors College at Arizona State University**—Tempe, AZ
Bachelor of Science in Computer Science – May 2017
 - Ira A. Fulton Schools of Engineering
 - ASU Provost Scholarship - 6 Semesters

Qualifications

- Excellent problem solving skills
- Experience using Git and bug trackers in a production environment
- Strong written and verbal communication skills developed through team projects and presentations
- **Computer Languages and Environments:**
 - Proficient in C and C++
 - Experience with Java, OpenMP, MPI, Bash, Gnuplot, and LaTeX
 - Exposure to Python, Go, Javascript, SQL and Matlab
- **Operating Systems:** Windows, UNIX/Linux (Arch, Redhat, Ubuntu)

Work Experience

- **Software Engineering Intern**—Lawrence Livermore National Laboratory, High Energy Density Physics
May 2016 – August 2016
 - Implemented and analyzed various acceleration structures for use within LLNL's Monte Carlo Particle Transport Code, Mercury
- **Software Engineering Intern**—ViaSat Inc.
May 2015 – August 2015
 - Designed, implemented and tested an Android collaboration application tailored for operation over satellite networks

Projects

- **api-taco**—Pennapps XII, Go - 2 People
 - Developed a RESTful api running on the Microsoft Azure cloud which would query user specified elements on web pages and store a history of all changes to that element for the user to later retrieve
- **snackbot**—Viasat Intern Hackathon, Java/Python - 4 People
 - Using a Raspberry Pi and an RC car, developed, with a team, a robotic car which would receive snack orders from an accompanying Android App. The car would then navigate to the user to deliver the snack

Experience

- **SuperComputing 15 Conference**—Student Cluster Competition 2015, *Arizona Tri-University Team*
 - Collaborated with 4 other students to compile and run LINPACK, Trinity, WRF, MILC, HPC Repast and HPCG in a UNIX environment using the Slurm workload manager
 - Competed to compute the provided data sets in the fastest time over a 3 day period
- **ASU Programming Competition 2016**—1st Place Overall
 - Collaborated with two teammates to solve logic problems in C++