

# Emilia Russo

erusso@uchicago.edu | (303) - 884 -1425 | emrusso.github.io

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## EDUCATION

**The University of Chicago**, Chicago, IL

Expected June 2018

*Bachelor of Arts in Computer Science and Psychology*

GPA: 3.5182

**Relevant Coursework:** Intro to Computer Science-1 (Functional Programming), Intro to Computer Science-2 (Data Structures), Intro to Computer Systems, Calculus-1, Calculus-2, Computer Architecture (Autumn 2015)

**Honors:** Dean's List 2015

## SKILLS

**Proficient (1-2 years):** C, HTML5, CSS3, Shell interface (BASH), SVN

**Exposure to (months):** JavaScript, Java, PHP, Typed Racket, Python, MySQL, Git, protocol buffers, x86 assembly language, Google App Engine (Python)

## EXPERIENCE

**Google**, Mountain View, CA - *Engineering Practicum Intern* - June 2015 - Present

- Quickly familiarized myself with a codebase containing hundreds of thousand lines of code
- Enhanced code that displays knowledge graph facts to support subscripts and superscripts across multiple platforms by enriching protocol buffers as well as updating templates through a proprietary template rendering engine.
- Implemented a Java handler for electron shell configuration and chemical formula knowledge graph facts to add and render the appropriate subscript/superscript information.

**Google**, Seattle, WA - *Computer Science Summer Institute Participant* - July - August 2014

- Participated in an intensive programming institute learning web application development in Python, HTML5, and Google App Engine from Google engineers through the creation of various small projects.
- Responsible for back-end and front-end development of an online version of the game Telephone using HTML, CSS, JavaScript, Python, and Google App Engine as a final project with two fellow participants.