# Emilia Russo

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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

- Strong knowledge of C and shell interface (BASH)
- Comfortable with HTML5 and CSS3
- Familiarity with Java, Python, JavaScript, PHP, and Typed Racket
- Familiarity with SVN, MySQL, protocol buffers, and the Google App Engine platform (Python)
- Some knowledge of computer architecture, networks, operating systems concepts, and x86 assembly language

## 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 panel facts to support subscripts and superscripts across multiple platforms by enriching protocol buffers and 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.