



## Career Objective

Position in software development, web development, QA, or a related field, using my skills to help create resilient, user-friendly products and solutions.

## Education

Santa Clara University, B.S. Computer Science and Engineering (Expected grad. June 2017)

## Relevant Coursework

Web Programming I & II, Abstract Data Types and Structures, Formal Specification and Advanced Data Structures, Networks, Programming Languages, Web Infrastructure

## Languages

C, C++, Ruby (on Rails), PHP, Javascript, CSS3, HTML5; Familiar with: Java, Swift, C#, Python

## Applications Operating Systems

Adobe Creative Cloud, Xcode, Visual Studio, Lightroom, MS Office  
Windows 7/8/10, OS X Mavericks/Yosemite/El Capitan

## Work Experience

**Photo Editor (2014-present)** For The Santa Clara, SCU's award-winning newspaper. Oversaw a team of photographers in completing weekly photo assignments while promoting a sense of creativity and aesthetics in photos. Worked to meet deadlines alongside a team of designers and editors to improve well-formed, clean papers.

**Digital Media Academy, Stanford University (Summer 2015)** Assisted in teaching fast-paced youth programming classes in Swift and C#. Improved class organization while assessing the needs of individual students.

**Photographer (2014-2015)** For The Santa Clara and The Redwood, SCU's yearbook. Coordinated with teams of photographers and editors to meet frequent deadlines.

## Project Experience

**RecycleBoys (Fall 2015)** Worked on a small team to build a functional educational website on recycling. Implemented with HTML5/CSS3, JQuery, and PHP. Live site: [students.engr.scu.edu/~achoulos/RecycleBoys/home/home.html](http://students.engr.scu.edu/~achoulos/RecycleBoys/home/home.html)

**CampusZone (June 2014-2015)** Focusing on front end development and clean, simple user interface, worked alongside a team of developers and marketers to create a social networking iOS app.

**Hack for the Homeless (2015)** At an SCU-hosted hackathon geared toward helping the homeless, conceptualized and designed a mobile site to work in conjunction with an iOS app, Refuge, to help the homeless find nearby shelter.

**Hack for the Homeless (2014)** As part of a small team, built graphics and UI for an iOS app built to provide various medical services and diagnoses of illnesses and ailments.

**EA Code Wars (2013)** Placed 3rd in an Electronic Arts hackathon with a team of 3, tasked with building a working iOS game in 12 hours.

**COSMOS UC Santa Cruz (July-August 2012)** Video game design: The Design of Fun from Concept to Code. Summer course which involved designing and programming a complete game in Processing.

## Volunteer Experience

**Robotics (2009-2013)** Member of high school robotics team in FIRST and VEX robotics, taught youth to design and build robots for competitions.

**Sunnyvale Community Services (2013-present)** Assisted in distributing, organizing, and collecting food and supplies for the economically disadvantaged.