# *Résumé*

*Eliza Weisman*

*December 3, 2015*

I'm a computer scientist, engineer, and researcher. I love solving interesting and challenging problems, learning new things, and making neat stuff. My primary interests are programming languages, systems programming and operating systems, and tools for software engineering.

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## *Skills*

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|---|---|
| Languages | *Fluent in* Scala, Rust, Python, and Java; *familiar with* Haskell, Clojure, C, and R |
| Libraries | *Frameworks:* Scalatra, Bootstrap,Polymer; *testing:* ScalaTest, ScalaCheck, QuickCheck, JUnit, Mockito; *other:* Akka, Slick |
| Toolchain | *Build systems:* Gradle, SBT, Ant, Cargo, Make; *editors and IDEs:* Atom, SublimeText, IntelliJ IDEA; *collaboration:* GitHub, GitLab, Jenkins, Travis |

## *Education*

*"Eliza has demonstrated excellent skills in software development in a variety of course projects ranging from small to large, and in her outside of class work experiences. Eliza is a highly motivated, knowledgeable, committed and determined individual, who is interested in the details of her work."*

— A professor

I'm pursuing a Bachelor of Science in Applied Computing with a focus in Software Engineering. My coursework has included:

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|---|---|
| Data Structures and Algorithms | Computer Organization |
| Principles of Software Engineering | Operating Systems |
| Principles of Data Management | Introduction to Compiler Design |
| Programming Language Implementation | Robotics and Multi-Agent Systems |

B.S. in Applied Computing
Allegheny College, Meadville, PA
Expected May 2016
GPA: 3.67

## *Experience*

*"Eliza is a talented programmer with a plethora of abilities and a deep understanding of the principles of Computer Science. She is quite competent, capable, and has the ability to communicate and work effectively as a team member."*

— A colleague

Cofounded a small business to develop and publish independently developed computer games, and designed and implemented a game engine in Scala, contributing over 9,000 lines of Scala source code to the project.

Spring 2014 — Ongoing
MeteorCode Laboratories
`https://github.com/meteorcode/pathway`

Designed and implemented Mnemosyne, a new functional language intended for systems programming, implementing a compiler in Rust using LLVM, and wrote a language specification.

Fall 2015 — Ongoing
Senior Thesis at Allegheny College
`https://github.com/hawkw/mnemosyne`

Designed and implemented Seax, a virtual machine-based runtime for programs in functional languages. Wrote the VM and a compiler for Scheme programs in Rust.

Spring 2015
Independent Study at Allegheny College
`https://hawkweisman.me/seax`