PROFILE

NAME
Calvin Chhour

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Hello! I'm Calvin and I am a junior who is pursuing a degree in computer science (emphasis in game design) at the University of Utah.

I'm a very detail oriented logical thinker and passionate about learning more. I'm a creative problem solver who is open to hearing new perspectives and figuring out the most effective solution. I love working as part of a team and enjoy working with others towards a solution.

EXPERIENCE

RESIDENCE HALLS ASSOCIATION
Marketing & Outreach
Board Director
Salt Lake City, UT
August 2015 - Present

One of seven board directors in charge of representing the students of housing. Responsible for marketing, outreach and managing a board of students. In addition, I host a weekly marketing meeting to teach students how to use tools to more effectively market to students.

TEK CLUB
Computer Science Liason
Salt Lake City, UT
August 2014 - Present

Responsible for being the bridge between the club and the school of engineering. Run workshops encouraging students to attend events such as coding workshops and hackathons. Attended HackHarvard as a Tek Club ambassador and won 1st place in international develpment.

ADOBE
Student Representative
Salt Lake City, UT
August 2015 - Present

As an Adobe Student Rep, I'm responsible for driving awareness, engagement and excitement for Adobe Creative Cloud within the University of Utah community through social media, word-of-mouth, strategic partnerships, and sponsored events.

PROJECTS

STEGOSAURUS
HackHarvard
1st Place
International Development

Using Javascript, and PHP my team and I created a steganographic chat client as a chrome extension. We deployed our discrete cosign transformation algorithm using Wolfram's API and PostgreSQL for the backend demo server.

C SHELL
CS 4400
Computer Systems

Developed a Unix shell in C. Debugged through the multi-process program using GDB.

BOGGLE SERVER GAME
CS 3500
Software Practices I

Using C#, created a boggle game which stores and transfers information to and from a server using SQL and API calls. Connected using TCP sockets.
Game logic was also coded within C#.

PROFESSIONAL SKILLS

UNIVERSITY
University of Utah

DEGREE
Computer Science (EAE) (B.S.)

ANTICIPATED GRADUATION
Spring 2017

GPA
3.1

Skill	Rating	Skill	Rating
C#	●●●●●	ILLUSTRATOR	●●●●●
JAVA	●●●●○	HTML 5	●●●●○
WINDOWS	●●●●○	Linux (ARCH)	●●●●○
GIT	●●●●○	SQL	●●●○○
C/C++	●●●○○	JAVASCRIPT	●●●○○