Jack Hamilton

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OBJECTIVE

Seeking an internship in Computer Science for Summer 2017.

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY   **Atlanta, Georgia**
Bachelor of Science in Computer Science (May 2020)   *August 2016 - Present*
- Threads: Systems and Architecture, Intelligence

Asheville School   **Asheville, North Carolina**
GPA: 3.5 unweighted   *September 2012 – May 2016*

EXPERIENCE

Asheville School   **Asheville, North Carolina**
Technology Department Staffer   *June 2013 – August 2016*
- Managed Ethernet maintenance in three dormitories
- Set up and maintained a Dell KACE 2000 series server
- Handled incoming computer maintenance requests
- Helped teach the week-long App Development Camp
- Helped create and singlehandedly tested the curriculum for a new Swift programming class

University of Southern California   **Pasadena, California**
Software Development Intern, MediaQ Project   *July 2014, 2015*
- Developed RSA/AES based cryptography libraries in Java and Python
- Launched neural network based pollution mapping project
- Tested the initial drafts of the MediaQ iPhone app

SKILLS

Computer: Java, Swift, Python
Languages: English – native, Japanese – intermediate, Spanish - basic
Hardware: Computer hardware and maintenance, basic wiring

ACTIVITIES

Buncombe County Juvenile Crime Prevention Council (Board Member)   *June 2011 - Present*
Asheville School Robotics Club (President)   *September 2013 – May 2016*
Helpmate (Volunteer)   *June 2015 – August 2015*
- Designed a manual for cybersecurity targeting domestic violence abuse victims
- Created an application to simplify securing victims' personal computers
Asheville School App Development Club (President)   *September 2014 – May 2015*

Projects

Galaga   *August 2016 - Present*
- Cloned the game Galaga into an iOS app
- Currently extending the project into my own game
D-One   *April 2016 – September 2016*
- Created a character generator and campaign manager for Dungeons and Dragons 3.5e
VIPER Engine   *October 2013 - December 2014*
- Designed a 2D game engine in Java
- Further extended with a cryptography library containing implementations of most popular algorithms
- Created a custom cryptographic algorithm that uses a file as a 'key' instead of a password