John K. Murphy

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1004 Packard Road, Ann Arbor, MI 48014

Education:

University of Michigan – College of Engineering   **April 2018**

- Bachelor of Science in Computer Science Engineering
- Cumulative GPA: 3.09/4.00
- Relevant Coursework: Web Databases and Information Systems, Data Structures and Algorithms, Program and Introductory Data Structures, Music Signal Processing, Computer Organization, and Electronic Circuits.

Hong Kong University of Science and Technology   **June – Aug. 2016**

- Completed a seven-week linear algebra course and explored the sights and culture of Hong Kong and Thailand.

Experience:

Intern, CafeMac   **May – Aug. 2015**
Sonoma, California

- Performed Hard Drive removal and replacement, data recovery, phone screen repair, sales of computer products, as well as over-the-phone and in person customer support.
- Aided in the preservation of a small business of four people by being in charge of store maintenance, customer deliveries and the training of future interns, as well as technical support and service.

Mentor, Michigan Engineering Zone   **Nov. 2015 – Present**
Detroit, Michigan

- Supervised high school students in building a robot to compete in the F.I.R.S.T. Robotics Competition, by helping them develop game strategy, robot design and programming.
- Mentored students by giving advice on developing strong study habits, setting career goals, and pursuing academic interests inside and outside the classroom

Fundraising Chair, Theta Tau
Ann Arbor, Michigan   **April 2016 – Present**

- Raised money for local philanthropic causes as well as coordinated with Habitat for Humanity to plan a Detroit Pistons game fundraiser.

Projects:

Traveling Salesman Problem Solver; EECS 281   **May 2016 – June 2016**

- Developed a computer program that provides solutions to the Traveling Salesman Problem depending on the mode: Brute Force, Fast Estimation and a combination of the two known as Optimal path.
- Utilized algorithms and heuristics such as the Branch and Bound algorithm and the Nearest Neighbor heuristic.

Music Synthesizer and Transcriber; Engineering 100   **Jan. 2015 – April 2015**

- Created a music synthesizer computer program that could play several instruments as well as transcribe music to output the notes according to standard Musical Staff Notation using Fourier Transforms.

Skills:

- Programming Languages: C++ (fluent), Java (proficient), C, Python, HTML, CSS, SQL (some experience)