

FOO BAR

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EDUCATION

University of Foo-rida

B.S. in Computer Science

Major GPA: **3.5/4.0**

Expected June 2018

EXPERIENCE

FooForce

Software Engineering Intern

June 2016 - Sept. 2016

San Foorancisco, CA

- implemented and deployed a foo service built on top of a RESTful API using **Bar** servers that scans FooForce's databases and returns foo and bar data
- designed a foo component using **FooBarJS** that allows users to input their own data validation schema to be checked against FooForce's databases
- automated data validations using a Foo job that runs regularly and returns an in-depth foobar validation report

Foobarera

Software Engineering Intern

Jan 2016 - March 2016

Mountain Foo, CA

- created an internal tool using **FooBarJS** that allows customer support to directly interact with Foobarera's database and make changes without having to rely on engineers
- integrated OAuth APIs from Foo and Bar that allows users to import email contacts and send out invitations, increasing new user conversion rates via email by **3%**
- added currency signs to all currency locations site-wide, reducing refund requests due to currency misconception

PROJECTS

Virtual Foo

Virtual Reality Simulation Tool

March 2016 - Present

- developed virtual reality tool using **F#** that can load and display any foobar recorded in the foobar data bank (<http://www.foobar.fb/>) in 3 dimensional virtual space on the FB FooBar
- wrote a FooBar Information File (.fif) parser that parses through foobar molecule description files and extracts the f and b coordinates of all the footbars in the molecule and renders them in virtual foo

FooBar Challenge at University of Foo-rida

Problem Writing Lead

March 2015 - Present

San Bariego, CA

- lead group of algorithmic problem writers in creating challenging and original foobar problems in Foo, F++, and Bar that span different domains of computer science to be used every quarter in a programming competition
- analyze problems and solutions for efficiency and determine best code to be used as solution code executed against competitors' coded

RELEVANT COURSEWORK

FooBar 101

Data Structures, Algorithms, and Foo Analysis

March 2016 - Present

- created Foo and Bar data structures from scratch using Foo and analyzed their efficiency and space complexity
- created an iFoo-ne app using F++ that implemented the Foogle Maps API and integrated positional tracking

SKILLS

Languages

Fava, Bython, FooLa, FavaScript, F, F#, F++, HTML/CSS, L^AT_EX

Software

FB2, F3, Foolask, Bargrant, FooBarJS, Foogle Studio, FooreBarse, Foonity3d, Nginx, Puppet