

Self-directed and motivated Software Engineer experienced working effectively in dynamic environments. Fluent in Java, C++, Python programming languages, including Netbeans, IntelliJ IDEA, JDK, Eclipse and Windows and Linux.

Work History

2010-01 - Current	Scholar <i>SEO, San Francisco, CA</i> <ul style="list-style-type: none">Selected to participate in competitive academic enrichment program that includes 720+ hours of college preparatory curriculum in critical reading, writing, and math.Attend leadership seminars and career readiness workshops for professional development.
2014-07 - 2015-01	Engineering Student <i>National Youth Leadership Forum: Engineering & Technology, Chicago, IL</i> <ul style="list-style-type: none">Participated in electrical engineering and robotics courses to earn college credit, 20 hours a week.Collaborated with team to build a command circuit and to program a robot for functional movement.Managed and led multi-disciplinary design team throughout development and contract document phases for real life projects.Professionally collaborated with other members of team using leadership and communication to create efficient projects that advance society.
2014-10 - 2015-04	GWHS Robotics Club <i>Participant, San Francisco, CA</i> <ul style="list-style-type: none">Collaborated with teammates to build a robot that lifts and places items; implemented coding program to operate robot structureSponsored by Facebook to compete in National Robotics Competition at UC San DiegoBuilt and integrated control robotics systems.
2014-08 - Current	Restaurant Manager <i>Truly Mediterranean, San Francisco, CA</i>

Joseph Tawil

Contact

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Skills



- Operate cash register to process customer purchases and transactions, 30 hours a week.
- Resolve customer needs and attend to inquiries while providing excellent customer service.
- Maintain a clean eating and serving areas to facilitate a comfortable and sanitary environment.
- Delivered in-depth training to workers in food preparation and customer-facing roles to promote strong team performance.

2014-09 -
2015-06

Math Tutor

GWHS Tutoring Program, San Francisco, CA

- Tutored 5 high school students in all subjects of high school math to increase academic achievement.
- Designed individual math tutoring program for 3 students with comprehensive lesson plans, exams and final projects to showcase grasp of material.
- Explained math concepts in caring and encouraging environment to help kids thrive and learn.

2014-12 -
2015-05

Attacker

GWHS Lacrosse Team, San Francisco, CA

- Participated in weekly practices and maintained team expectations to compete for full season.

Education

2016-01 -
Current

Bachelor of Science Degree: Computer Science

San Francisco State University - San Francisco, CA

- Majoring in [Computer Science/ Software Engineering](#)
- [GPA: 3.3 - 3.7](#)
- Coursework in Data Structures, Operating Systems, Computer Networks, Programming Methodologies, Advanced Software Lab, Machine Structures, Software Development, Natural Language Technologies, Programming Paradigms and Languages, Software Engineering, Database Systems, Biomedical Imaging and Analysis, and Ethics Communication and Tools for Software Development.

JavaScript



Good

Leadership



Excellent

Math



Excellent

Operating Systems



Very Good

Programming



Very Good

Reading



Excellent

Robotics



Good

Spanish



Good

HTML5/CSS3



Good

Bash/Shell



Good

Github



Very Good

Linux Operating Systems



Very Good

Visual Studios



2011-08 -
2015-06

High School Diploma

George Washington High School (GWHS) - San Francisco, CA

- Graduated with 3.9 - 4.0 GPA
- Dean's List Fall 2015
- Member of GWHS Robotics Club
- Member of GWHS Lacrosse Team

Very Good

Python/ Flask

Good

PHP

Good

Projects

Expression Evaluator and Calculator GUI

- Java
- Impression of a Calculator that uses Stacks to push and pop tokens, interface and abstract classes to implement calculations, and a GUI that evaluates mathematical expressions.

Tank War Game

- Java
- 2D application running on Java where two players battle against each other in a large Map Frame to see who is the best Tank. Uses interfaces, Java and Javax Object Classes, clips and sounds, JFrame, and Linked Lists, Maps, and other Data Structures.