Justin Baum

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EDUCATION	**University of South Carolina**, Columbia, SC
	Bachelor's of Science, Computer Science and Mathematics, May 2021 GPA: 3.95
	Mathematics GPA: 4.0 Computer Science GPA: 4.0
	Northern Valley Regional High School, Old Tappan NJ
	September 2013 - June 2017 GPA: 3.60
	Varsity Basketball, Chess Club, Investment Club

SKILLS

Languages and Tools: Java, Erlang, ReasonML, Python, LaTeX, PHP, C, C++, Assembly, HTML, CSS, Javascript, Vi/Vim, Git, Virtualbox, CircleCI, Docker.

EXPERIENCE

Software Engineer Intern   NineFX Inc.
August 2018 - Present   Columbia, SC
- Make contributions to both open source and private projects.
- Work with a team of developers following Agile Methodology.
- Specialize in Erlang and ReasonML development.

Computer Science Instructor   Pen Education
May 2018 - August 2018   Old Tappan, NJ
- Create and lead lesson plans for a few students to learn Computer Science.
- Curriculum taught the ins and outs of Java and Python, as well as some talk about P vs. NP and security.

Supplemental Instructor - Calculus 2   University of South Carolina
January 2018 - May 2018   Columbia, SC
- Communicate with professors to build lesson plans that built on class time.
- Lead instruction sessions that were founded on the ideologies of the Student Success Center.

Assistant Coach and Counselor   CMEK Allstars Inc.
January 2016 - August 2017   Tenafly, NJ
- Made sure we followed procedure and maintained safety at all times.
- Coached young teams in 2nd-4th grade recreational games.

HONORS & AWARDS

2018 ACM Intercollegiate Programming Challenge Regional Charleston 2 Place
2017 ACM Intercollegiate Programming Challenge Regional Charleston 3 Place

PROJECTS

Graph Theory Library   Spare Time Project
March 2018 - June 2018
- Wrote data structures and algorithms trying to solve problems such as graph coloring, path-finding, and cartesian product for graphs.

Minimax Game Engine   Senior Year Capstone
January 2017 - June 2017   Northern Valley Old Tappan
- Learned the basics to game theory, and artificial intelligence.
- Wrote a program based on the Minimax Algorithm that could play a multitude of games like Chess.

INTERESTS   Graph Theory, Cybersecurity, Complexity Theory, Functional Programming