

First Last

City, Province | 123.456.7890 | name@test.com | github.com/github | linkedin.com/company/linkedin

Education

University of City

Bachelor of Software Engineering (expected)

City, Province

September 2024 — May 2029

- **Academics:** 4.0 GPA, 98% academic average, President's Scholarship of Distinction

Skills

Programming Languages: Python, TypeScript, C, C++, Java, HTML/CSS, 6502 Assembly

Tech/Tools: Next.js, MongoDB, SQL, AWS, Linux, FreeRTOS, GitHub Actions, CI/CD

Professional experience

First Last Computer Science Laboratory

AI research intern

City, Province

September 2024 — May 2025

- Expected to complete a 32-week AI/ML research internship during the 2024-2025 academic year
- Selected out of 2000 students to receive a governmental grant for college-level research

Startup

Software developer intern

City, Province

June 2024 — September 2024

- Built and deployed a candidate ranking AI using vector databases, leading to costs 30% lower than the previous iteration
- Initiated the automation of the CI/CD workflow (auto-build, check & deploy) with GitHub Actions and AWS CLI tools
- Took the initiative to add automatic unit tests, improving the test coverage from 0% to 84% on an internal API
- Developed and deployed a web scraping API to AWS to integrate Devpost data in the application
- Optimized the leaderboard system to reduce the amount of database fetches by ~50%

Projects

Project 1 — AI-powered optimized job search by cold emails — github

January 2024

- Development of the backend and the REST API of a Web app automating the sending of personalized cold emails
- Constant monitoring of the user's email inbox and AI analysis of the replies received for maximum efficiency
- Podium place and 3 prizes at Hackathon. Approached by a team of startup founders to discuss the innovative idea

Project 2 — Winning submission for Hackathon — Devpost page

November 2023

- Development of an interactive, physically accurate n-body simulation with a visualization of space-time distortion
- Chosen out of 140 participants to win First Place prize and People's Choice award. Built with Pygame and NumPy

Project 3 — Cycle-accurate NES emulator & Rendering engine — github

August 2021 — March 2022

- Solo development of a Nintendo emulator achieving industry-level cycle accuracy. Features step-by-step execution, debugging tools, ROM file creation from assembly source code and correct graphics and audio pipeline.
- Built in plain C using a custom pixel rendering engine in OpenGL

Leadership experience

FLOSS (Open-Source) Club

Lead Organizer, Co-researcher

City, Province

September 2023 — Present

- Co-researcher in a statistical study on the usability of Project, resulting in a talk at a worldwide open-source conference
- Created data analysis software to automate 63 statistical tests, leading to 9 informed suggestions to the Project team
- Organized a hardware inventory marathon, leveraging skills in command-line scripting, troubleshooting and Linux
- Hosted a technical workshop for 20+ participants on networking-related use cases for Raspberry Pi
- Organized a day-long educational unconference-style event with a libre/open-source theme

Additional information

Activities: Math tutoring, jazz ensemble leader, classical trombone competitions, high ranking in annual math contests

Interests: Jiu-jitsu, chess, quantum physics, Mandarin, non-fictional prose, game theory