KATIE WASSERMAN

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EDUCATION

University of Southern California Expected Graduation May 2018

B.S. Computer Science

TECHNICAL SKILLS

Languages: C, C++, Java, HTML/CSS, SQL, RISC and CISC assembly languages, UML

Experience: OpenGL, Android Studio, Swift, ROBOTC, Agile techniques, writing Technical Specifications, Detailed Design, Architectural Design

PROJECTS

Machine Learning Application

- △ Java program that tracked genetic algorithms for machine learning

IOS Application

- △ Currently using Swift to code an IOS app
- △ App to manage budgets for different categories, UML

Android Application Development

- △ Developed using Android Studio
- △ Social book app, implementing virtual libraries of books and connecting to other readers
- △ Used agile development techniques
- △ Worked with front ended UI and backend online databases (JSON)

Desktop Game Application

- △ Implemented a java program (jeopardy game) for desktops
- △ Single and multiplayer games using networking
- △ Constructed the UI

PROFFESIONAL EXPERIENCE

Independent Web Development August 2017-Present

- △ Developed websites for students
- △ Used Html/CSS in Coda 2, deploy using Amazon Web Services

YMCA Camp Coniston 2012-2016

- △ Camp Counselor: mentor and leader for 12 girls at a time, led and taught various activities including swimming, archery, waterskiing
- △ Waterfront Director: supervised large staff, organized safety procedures

SCALLERS 2014

- △ Personal relations representative
- △ Reaching out to USC alumni, articulated university updates
- △ Solicited donations for university run programs

HOBBIES AND CLUBS

Clubs: Girls in Tech, Novus Think-tank, Association for Computing student member

Hobbies: Snowboarding, Backpacking, Music, Ceramics, Dance