

## Levi Walker Pole

levi@levipole.com | (707) 457-7816  
San Mateo, CA 94402

Resume website: levipole.com  
GitHub: github.com/leviwp48

## EXPERIENCE

---

### Tech Fellow for CodePath.org (Android): January 2019 - Ongoing

- Served as an instructor for the Android Applications course at Humboldt State University
- Required a high degree of understanding of the curriculum topics, including but not limited to: **Java, C#, Android Studio, Visual Studio, Gradle, Xamarin, (A)XML, and Git**
- Assisted in teaching the for credit course of 15 students over a 15 course period, with 2 lectures and a lab each week

### HSU ITS Labs & Classrooms: January 2019 - Ongoing

- Maintained computers, projectors, and the campus network at Humboldt State University.
- Delivered quality **Customer Support** and **Troubleshooting**.
- Remotely accessed the network with **Deep Freeze** to install software, update **group policies** and **active directories**, and for troubleshooting.
- Created a **Power Shell** script to **automate** a process to change files of multiple computers over the network

### Full Stack Developer with Planet Rocket (Startup): May 2018 - January 2019

- Developed a web application with a **LAMP (Linux, Apache, MySQL, PHP)** stack on a **Laravel** framework that was open to any volunteers of the community to connect and support their ideas and each other's.
- Migrated to a **MERN (MongoDB, Express.js, React.js, Node.js)** stack which is **JavaScript** based and hosted it on a **AWS CentOS 7** instance.
- As a team of 4, we used **Agile** and **Scrum** to organize our efforts and **Github** as our version control.

### Data Structures and Algorithms (C++):

- Built a strong foundation with **data structures** and **algorithms** both in code with **C++** and conceptually.
- Deep understanding of **pointers, linked lists, OOP, memory management**, and **C++** as a whole.
- Created programs that used data structures and algorithms together, such as a **graph** and **Dijkstra's Algorithm**.

### Computer Science Grader: September 2017 – January 2018

- Reviewed and graded student's assignment's in Dr. Racket and C++.
- Developed an acute attention to detail and excellent debugging abilities to accurately grade assignments.

## RELEVANT PROJECTS

---

### Planet Rocket V1 & V2:

- Version 1 was made with a **LAMP** stack. Version 2 was made with a **MERN** stack.
- Worked with the **Laravel** framework which uses a **PHP** backend, a **HTML** and **CSS** frontend, a **MySQL** database, and used **phpMyAdmin**.
- Setup a **NGINX** backend server on **AWS** to serve our **React.js** frontend and setup a **MongoDB** database which used **NoSQL**.

### 2D Unity Game:

- Created a 2D player vs player platformer in Unity.
- Used **C#** as the scripting language to create movement, spawn objects, to handle throwing objects, and manage the game.
- Practiced the **workflow** of game development, **level design, game physics, scripting, importing** and **using assets, tile maps**, and the **unity editor**.

**Instagram Clone:**

- Created an Instagram clone with **Java** and **XML** in Android Studio.
- Accessed the **Parse** API, took and saved photos, used fragments to switch activities, and practiced layout design.

**Google Vision App:**

- Created an app with **C#** and **Xamarin**, that utilizes the **Google Vision API** to categorize images.
- Performed Bitmaps manipulations to process images.
- Accessed the user's camera to capture photos for categorization.

**ToneDeath (HSU Hackathon 2019):**

- This is an app that uses a **MERN** stack and a ML backend with **TensorFlow.js** to create original **MIDI** Files from one or more **MIDI** Files (unfinished)
- Learned how to use **TensorFlow** to create models, train models, and to create predictions

---

**ACADEMICS****Humboldt State University – Computer Science B.S., May 2019:**

- Second place at Lumberhacks Hackathon
- Multiple Presidential Scholar or Dean's List terms
- Grader for introductory computer science class