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Education

Georgia Institute of Technology

Atlanta, GA

Aug. 2015 - Exp. Dec. 2019

B.S. IN COMPUTER SCIENCE, GPA: 3.86/4.0

Major GPA: 4.0/4.0

• Threads: Intelligence, Systems & Architecture

• Honors: Faculty Honors for Fall 2016, Dean's List for Fall 2015, Spring 2016, Spring 2017

Skills_

Programming Python, JAVA, C, Objective-C, Ruby, JavaScript

OS Windows, Mac, Linux

Markup Languages HTML, CSS, LaTeX

Work Experience

Georgia Institute of Technology

Atlanta, GA

August 2017 - Present

Undergraduate Teaching Assistant - CS 2110: Computer Organization & Programming

- Teaches bi-weekly 90 minute recitations to 75 students, covering material taught in class
- Designs and grades weekly homework that are for Java, Circuit design, assembly language and C
- · Holds office hours throughout the week to offer assistance and answer student questions outside of class
- Topics Covered: binary, hexadecimal, bitwise operators, transistors, logic gates, assembly, and C

Elavon, Inc. Atlanta, GA

SOFTWARE DEVELOPMENT INTERN

May 2017 - Aug. 2017

- Worked with an Agile Scrum development team on a mobile app that allows businesses to run and process transactions, primarily focused on iOS development in Objective-C
- · Used Apple's API to implement Touch ID in the iOS app to allow for easier user login and ease-of-access
- Implemented a barcode scanner using Google's Mobile Vision API on the Android version of the app allowing for quicker checkout
- · Added code coverage and unit test support for the app using Cobertura and Slather to ensure code quality
- · Implemented other minor features and fixed various bugs, depending on what needed to be done for a particular sprint

Georgia Institute of Technology

Atlanta, GA

Undergraduate Teaching Assistant - CS 2050: Discrete Math

January 2017 - May 2017

- Taught a weekly 60 minute recitation to 50 students
- · Held office hours throughout the week to assist students outside normal classroom hours
- · Provided timely and appropriate feedback to students to support their learning
- Topics Covered: Propositional Logic, Intro to Proofs, Mathematical and Strong Induction, Recursion, Algorithms, Number Theory, Cryptography, and Basic Counting

Projects

Should I Wear A Jacket?

JavaScript, JQuery, HTML/CSS

A WEB APP ADVISING CLOTHING BASED ON WEATHER CONDITIONS

• A web application, backed by the OpenWeatherMap API that gives the user advice on what clothes to wear based on the weather

Pygame Arcade Python

REMADE RETRO ARCADE GAMES

- Recreated the games Pong and AstroRace using the Pygame module
- Both games feature a 2-player option as well as a 1-player option against a simple AI

Bubble Bobble GBA

REMADE CLASSIC NES GAME

• Used C to recreate the classic NES game, Bubble Bobble into a GBA Game, featuring two levels and multiple NPC enemies