Marvin Qin

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Ithaca, NY 14853

Objective

Computer science engineer looking to leverage logic, creativity, and innovation. Seeking a job in Software Engineering that will challenge and develop my problem solving techniques and further hone my technical and leadership skills while simultaneously allowing me to contribute and deliver the highest quality of work to the company.

Education

Cornell University, College of Engineering Ithaca, NY
Bachelor of Science in Computer Science Expected Graduation May 2023
GPA: 3.3; Dean's Honor List

Relevant Coursework

- Object-Oriented Programming & Data Structures
- Artificial Intelligence
- Computer Vision
- Operating Systems
- Analysis of Algorithms
- Computer System Organization & Programming
- Computer Graphics

Technical Skills

- **Back-end Development Tools:** Python, Java, OCaml, C, C++ & OOP Programming
- **Front-end Development Tools:** HTML5 & CSS3
- **Developer Tools:** Git, GitHub, VS Code, Eclipse, & Atom
- **Data Analysis Tools:** Google Analytics & ServiceNow Analytics
- **Microsoft Office Suite:** Excel, Word, & PowerPoint

Project Experience

Operating Systems Practicum October 2022-December 2022
Cornell University Ithaca, NY

- Create all components of an operating system in C with partner
- Implemented thread and semaphore data structures, system calls, exception handling, memory protection along with a FAT file system
- Performed black-box testing for all levels of the Operating System

Interactive Data Visualization November 2022-December 2022
Cornell University Ithaca, NY

- Collaborated with three other students to design and build a visualization run through flask and server.py
- Researched and proprocessed two different data sets (Baseball and Weather statistics) obtained from kaggle
- Developed several features, including buttons, sliders, and histograms using javascript to apply an interactive interface for the user

Computer Graphics Project November 2022-December 2022
Cornell University Ithaca, NY

- Worked with team of four students to conceptualize a game world with moving player and camera
- Applied a perlin noise generator to generate a 'block-based' world
- Programmed camera to follow player model and allowed for both first-person and third-person POV
- Designed a billboard particle system to ensure particles always face the camera and appear as spheres