

github.com/mhamasaki15

CONTACT	mhamasak@usc.edu (808) 772-2704	2150 Haena Dr. Honolulu, HI 96822
EDUCATION	<b>University of Southern California</b>   Los Angeles, CA <i>B.S. in Computer Science</i> · GPA: 3.95/4.00	August 2015 - May 2019
EXPERIENCE	<b>Bloomberg L.P.</b>   New York, NY <i>Software Engineering Intern</i> · Built a Bloomberg Terminal application for internal configuration of financial index processes using a C++ back end and JavaScript front end · Automated workflow for efficient creation and modification of processes, which eliminated engineering team’s reliance on manual database updates	May 2017 - August 2017
	<b>USC Viterbi Department of Computer Science</b>   Los Angeles, CA <i>Course Producer (Discrete Methods in Computer Science)</i> · Write and grade exams and problem sets · Host office hours and review sessions to increase students’ understanding of the material	August 2016 - Present
	<b>DataHouse</b>   Honolulu, HI <i>Software Engineering Intern</i> · Automated shadow table updates for a research corporation’s document database · Led back end development, wrote the database schema, and designed/implemented custom score calculation algorithm for a contracted web application for survey creation and analytics (Node.js, PostgreSQL)	June 2016 - August 2016
INVOLVEMENT	<b>AthenaHacks</b>   Los Angeles, CA <i>Finance/Sponsorship Director</i> · Member of executive board of USC-based all-female hackathon started in 2016 · Communicate with companies interested in sponsorship and manage event budget	June 2017 - Present
	<b>USC Viterbi Department of Computer Science</b>   Los Angeles, CA <i>Undergraduate Research Assistant</i> · Work with Dr. David Kempe and Dr. Sigal Oren on interdisciplinary (Computer Theory/ Political Science) project focused on using networks to model political polarization · Implement and analyze simulations of various statistical models	August 2017 - Present
AWARDS & ACHIEVEMENTS	<b>USC Presidential Scholarship</b> <i>Half-tuition scholarship</i> <b>Microsoft Coding Competition at USC: 3rd Team</b> <i>Competitors: 550+</i> <b>USC Programming Contest: 4th Undergraduate</b> <i>6th overall</i> <b>ACM ICPC SoCal Regional: 16th Team</b> <i>Total teams: 94</i>	August 2015 - May 2019 September 2017 April 2017 November 2016
PROJECTS	<b>TabÜSC</b> · USC-themed version of game "Taboo" (Android app) · Implemented customizable rule options, post-game statistics, and booster-pack functionality · Won 3rd place at USC ACM Mobile Hackathon	
TECHNICAL SKILLS	<b>Languages/Frameworks:</b> C++/C, Java, JavaScript, Python, Node.js, ReactJS, OpenGL, SQL, PHP, HTML/CSS <b>Other:</b> git, bash, Android Studio, Unreal Engine, Adobe Photoshop, L <sup>A</sup> T <sub>E</sub> X	
RELEVANT COURSEWORK	<b>Current:</b> Operating Systems, AI, Professional C++, Structure/Dynamics of Networked Info* <b>Previous:</b> Advanced Analysis of Algorithms*, Computer Systems, Software Engineering, Computer Graphics, Video Game Programming, Data Structures and Algorithms  * indicates PhD course	