Patrick James Pacheco

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EDUCATION

University of Southern California   **Expected May 2020**
Bachelor of Science in Computer Science
- GPA: 3.89
- Dean's List: Fall 2017
- **Coursework** (by summer 2018): Data Structures and Objected Oriented Design, Discrete Mathematics, Introduction to Programming, Introduction to Probability and Statistics for Engineers

SKILLS

- **Programming Languages**: C++, C, HTML, CSS, JavaScript
- **Technologies**: Bootstrap, jQuery, Node.js, Express.js, Git

PROJECT

Game of Blackjack
Web app
- Play Blackjack with the computer; currently adding visual features

patrickjamespacheco.github.io
Portfolio website
- Created a website to showcase my projects and my information

WORK EXPERIENCE

USC Med-COR Program   **Sept 2017 – Present**
Tutor
- Facilitated a group of up to 15 students in a classroom environment
- Prepared and presented lesson plans for calculus and physics in each session of the program

Information Technology Services – Learning Environments   **Sept 2017 – Present**
Student Technical Assistant
- Provided visual and audio support and resolved issues to classrooms throughout the university
- Wrote detailed incident reports regarding my encounter with the customer and the method of resolving the issue.
- Ensured all customers prompt and courteous service

ACTIVITIES

Association for Computing Machinery, *Member*   **Sept 2017 – Present**
- Participated in and serviced numerous events that help USC students apply their invaluable computing skills to the real world

Trojan Barbell Club, *Club sport member*   **Sept 2017 – Present**
- Trained and participated in powerlifting competitions

Game Development Club, *Secretary*   **Aug 2016 – June 2017**
- Built a modified version of Roll-a-ball using Unity with the club's collaboration