# **Christopher Pence**

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#### **Summary**

Dedicated UCSD Computer Science student seeks a position in software engineering in order to apply CS knowledge.

# **Highlights**

- In-depth Linux exposure in university coursework and through personal use.
- Won "Best Education Hack" at 2016 Hacktech programming competition.
- Personal projects include an assembler, personal programming language, and various web development projects.

University of California - San Diego

*Sep '15 – current, GPA: 3.85* 

#### **Education**

**B.S.** Computer Science

#### **Relevant Coursework:**

CSE 30 - Computer Organization and Systems Programming

CSE 21 – Mathematics for Algorithms and Systems

CSE 20 - Discrete Mathematics and Applications in CS Theory

CSE 12 – Data Structures and Object-Oriented Design

MATH 20F - Linear Algebra

## Currently taking:

CSE 105 – Theory of Computation

CSE 103 – Introduction to Probability and Statistics

#### **Skills**

**Highly Experienced with:** C, Java, Python **Web Stack:** HTML5, CSS3, JavaScript (jQuery) **Capable with:** C++, SQL, PHP, Matlab, Java AWT

Source Control and Editors: Git, Vim, Atom.io, Eclipse, Visual Studio

Natural languages: English, Spanish (working proficiency), Mandarin Chinese (heritage)

## **Employment**

**UCSD CSE Department** 

Tutor

La Jolla, CA Sep 16 – current

- Responded to students' inquiries through online Piazza forum.
- Held lab hours for providing one-on-one in-person help.
- Graded assignments and exams.

# WhizKidz Computer Center

San José, CA Jun '16 – Sep '16

Instructor

• Constructed curricula for two pilot game development classes.

- Taught Python, Arduino hardware/software development, and HTML/CSS/JavaScript.
- Implemented an account system in MySQL and PHP with permissions and user roles for the company website.

#### **Projects**

**ProofBuilder:** A proof "workbench" written with HTML/CSS/JS that facilitates writing proofs for proof-based classes. Won first place in the Education category at Hacktech '16.

**jas:** An assembler written in C. Part of a project to design a virtual machine and its instruction-set, with the goal of applying newly acquired knowledge of ISAs.