Christopher Pence

cpence@ucsd.edu • +15108568619 • pencelsi.us

Employment

UCSD Computer Science & Engineering Department

La Jolla, CA

Tutor

Sep 16 - Jun 17, Sep 17 - current

- Worked with C, ARM/SPARC assembly, and Java in classes of up to 450 students.
- Prepare and host discussions and quiz reviews, presenting to groups of up to 100 students.
- Improved students' knowledge of course material in online discussion boards and by leading discussion sessions.
- Provided one-on-one help to students at in-lab office hours.

WhizKidz Computer Center

San José, CA

Instructor

Jun '16 - Sep '16, Jun '17 - Aug '17

- Instructed classes of up to 12 students in computer science topics.
- Constructed curricula for two pilot game development classes using the Pygame Python gaming library.
- 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 website.
- Designed and implemented a data-driven online homework turn-in system which allow students to submit/review assignments, replacing the old static webpages.

Education

B.S. in Computer Science

Relevant Coursework

University of California - San Diego Sep '15 – Jun '19, GPA: 3.86

- Data Structures and Object-Oriented Design (C++)
- Software Engineering (Android Phone App)
- Computer Organization and Systems Programming
- Discrete Mathematics and Applications in CS Theory
- Linear Algebra
- Theory of Computation

Currently taking:

- Database System Principles
- Computer Networks
- Statistical Approach to Artificial Intelligence

Projects

Eventlit: Android mobile application with a Firebase backend for authentication and data storage. Made for the CSE 110 software engineering course at UCSD. Provides a platform for UCSD student organizations to post events for students to find and RSVP to.

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.

slang: A programming language inspired by Haskell with functional and imperative programming features.

Skills

Highly Experienced with: C, Java, Python, Unix

Web Stack: HTML5, CSS3, JavaScript (with jQuery), Node.js

Capable with: C++, MySQL, PHP, Matlab, Wolfram, Java AWT, LATEX

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

Natural languages: English, Spanish