Christopher Pence

cpence@ucsd.edu • +14088391997 • pencels.github.io Box #50916 • 9450 Gilman Dr. • La Jolla, CA

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++, 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 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.