

# Christopher Pence

Current as of January 23, 2017.

cpence@ucsd.edu • +14088391997 • pencelsi.us  
Box #50916 • 9450 Gilman Dr. • La Jolla, CA

---

## Objective

Seeking challenging position in any area of Computer Science, with interest in engineering both front-end and back-end web software.

## 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.
- 

## Education

**B.S. in Computer Science**

UNIVERSITY OF CALIFORNIA - SAN DIEGO  
Sep '15 – (expected '19), GPA: 3.87

### Relevant Coursework:

- Data Structures and Object-Oriented Design
- Computer Organization and Systems Programming
- Mathematics for Algorithms and Systems
- Linear Algebra
- Discrete Mathematics and Applications in CS Theory
- Theory of Computation

### Currently taking:

- Advanced Data Structures
  - Software Engineering (Term Project)
- 

## Skills

**Highly Experienced with:** C, Java, Python

**Web Stack:** HTML5, CSS3, JavaScript (with jQuery)

**Capable with:** C++, MySQL, PHP, Matlab, Java AWT

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

**Natural languages:** English, Spanish (*working proficiency*)

---

## Employment

UCSD CSE Department

LA JOLLA, CA  
Sep '16 – current

### Tutor

- Tutored for Computer Organization and Systems Programming course.
- Responded to students' inquiries about course material through online Piazza discussion board.
- Provided one-on-one help to students at physical lab hours.
- 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.