

# Your Name Here

+1 (123) 456-7890  
thisisaname@example.ex  
Some link or alternate info  
Another link or more info

---

## Education

2018- Present	<b>B.S. Computer Science</b> University of Washington - Seattle, WA Expected Graduation: June 2021 GPA: 3.92/4.0, Dean's List
------------------	--

---

## Experience and Activities

Some Year	<b>Some GSoC Org</b> , Remote <i>Google Summer of Code Student</i> <ul style="list-style-type: none"><li>- Developed infrastructure for harmony playback, allowing for enhanced accessibility and ease of use</li><li>- Designed, tested, and implemented algorithms for chord symbol playback, using mentor advice and user feedback to guide development</li><li>- Wrote weekly blog posts to update users on project progress and demonstrate new features</li></ul>
2018- Present, 2007-2018	<b>Vietnamese Eucharistic Youth Movement</b> , Some Location <i>Youth Leader (Previously Member)</i> <ul style="list-style-type: none"><li>- Planned and delivered weekly lessons to classes of 8-20 students, attending weekly meetings with other youth leaders to handle chapter logistics</li><li>- Trained and certified by national committee to teach classes and manage events</li><li>- Helped to administer events with other youth leaders from the chapter level to the Pacific Northwest Region</li><li>- Managed budgets and cash flow for division as 2018 Division Treasurer</li></ul>

---

## Projects

Ongoing	<b>Open Source Contribution</b> <i>MuseScore</i> <ul style="list-style-type: none"><li>- MuseScore is an Open Source piece of music notation software, used to compose, notate, and engrave music</li><li>- Working with C++, navigated over 1 million lines of code fixing bugs and implementing new features</li><li>- Wrote over 27,500 additions for MuseScore across 20+ pull requests with 15 merged pull requests</li><li>- Gained experience working directly with developers and users to create software 100% focused on the user</li></ul>
Ongoing (Paused)	<b>Open Applied Music Theory</b> <i>Personal Book</i> <ul style="list-style-type: none"><li>- Wrote a personal book to teach music theory in an applied setting</li><li>- Written in LaTeX for typesetting with lilypond/lytex for music notation</li><li>- Paused project in favor of working on MuseScore with hopes to return</li></ul>
2018	<b>Jamacarons</b> <i>Business Website</i> <ul style="list-style-type: none"><li>- Wrote a website for a macaron business</li><li>- Uses HTML, SASS/CSS, and Javascript for the website which is hosted on GitHub pages at jamacarons.me</li><li>- Written with hopes to explore web development</li></ul>
2016	<b>Blossom</b> <i>Game Engine</i> <ul style="list-style-type: none"><li>- Last of a series of game engines written for learning purposes</li><li>- Used Java and LibGDX/LWJGL to allow for rendering with OpenGL</li><li>- Implemented XInput device input framework, entity component system, and game state management system</li></ul>