

Your Name Here

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Some link or alternate info
Another link or more info

Education

2018- Present	B.S. Computer Science University of Washington - Seattle, WA Expected Graduation: June 2021 GPA: 3.92/4.0, Dean's List Relevant Coursework: Deep Learning, Machine Learning (outside UW), Data Structures and Parallelism, Data Management
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Experience and Activities

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

Projects

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