Your Name Here

Some link or alternate info
Another link or more info

Street Address
City State Zip
Nation
+1 (123) 456-7890
thisisaname@example.ex

Education

2018-Present	**University of Washington**; Seattle, WA; 3.92/4.0 GPA; Computer Science; exp. 2021
2016-2018	**Some Community College**; City, State; 3.98/4.0 GPA
2014-2018	**Some High School**; City, State; 3.99/4.0 Unweighted GPA

Experience and Activities

Some Year	**Some GSoC Org**, Remote *Google Summer of Code Student* - Developed infrastructure for harmony playback - Designed, tested, and implemented algorithms for chord symbol playback - Wrote weekly blog posts to update users on project progress - Heavy use of C++, Git, Qt, and GDB
2018-Present, 2007-2018	**Vietnamese Eucharistic Youth Movement**, Some Location *Youth Leader (Previously Member)* - Plan and deliver weekly lessons to classes of students - Work with other youth leaders to handle logistics and administer events - Managed budgets and cash flow for division as 2018 Division Treasurer

Related Coursework

AUT 2019	**Deep Learning** *University of Washington*
AUT 2019	**Data Structures and Parallelism** *University of Washington*
SUM 2019	**Machine Learning** *Coursera - Andrew Ng*
SPR 2019	**The Hardware/Software Interface** *University of Washington*
SPR 2019	**Foundations of Computing** *University of Washington*

Skills

Languages	**Java, C/C++, Python, LaTeX** *Exposure to HTML/CSS/Java, x86 Assembly, Octave/MATLAB*
Software	Visual Studio, Qt, Vim, GDB, Eclipse, IntelliJ, Git
Computer	Windows, Linux; Excel
Bilingual	English, Vietnamese

Projects

Ongoing	**Open Source Contribution** *MuseScore* - 15+ merged pull requests - Active developer in community
Ongoing (Paused)	**Open Applied Music Theory** *Personal Book* - Written to teach music theory in an applied context - Uses LaTeX for typesetting and Lilypond/lytex for music notation
2018	**Jamacarons** *Business Website* - Practice website built for a macaron business - Uses HTML, SASS/CSS, and Javascript
2016	**Blossom** *Game Engine* - Last of a series of game engines written for learning purposes - Used Java and LibGDX/LWJGL to allow for rendering with OpenGL - Implemented input framework, entity component system, game state management

Interests

Music	Piano, Guitar, Voice, Music Theory, Composition
Athletics	Tennis, Running, Bodyweight Fitness
Academics	Education, Astronomy, Investment Finance, Machine Learning, Optimization