Your Name Here

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

Education

2018- University of Washington; Seattle, WA;
Present 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, allowing for enhanced accessibility and ease of use
- Designed, tested, and implemented algorithms for chord symbol playback
- Wrote weekly blog posts to update users on project progress
- Used and gained confidence in 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 <i>University of Washington</i>
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