

# Your Name Here

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thisisaname@example.ex  
Some link or alternate info  
Another link or more info

## Education

2018-Present	<b>University of Washington</b> ; Seattle, WA; 3.92/4.0 GPA; Dean's List; Computer Science; exp. 2021
2016-2018	<b>Some Community College</b> ; City, State; 3.98/4.0 GPA
2014-2018	<b>Some High School</b> ; City, State; 3.99/4.0 Unweighted GPA

## 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</li><li>- Wrote weekly blog posts to update users on project progress</li><li>- Used and gained confidence in C++, Git, Qt, and GDB</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>- Plan and deliver weekly lessons to classes of students</li><li>- Work with other youth leaders to handle logistics and administer events</li><li>- Managed budgets and cash flow for division as 2018 Division Treasurer</li></ul>

## Related Coursework

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

## Skills

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

## Projects

Ongoing	<b>Open Source Contribution</b> <i>MuseScore</i> <ul style="list-style-type: none"><li>- 15+ merged pull requests</li><li>- Active developer in community</li></ul>
Ongoing (Paused)	<b>Open Applied Music Theory</b> <i>Personal Book</i> <ul style="list-style-type: none"><li>- Written to teach music theory in an applied context</li><li>- Uses LaTeX for typesetting and Lilypond/lytex for music notation</li></ul>
2018	<b>Jamacarons</b> <i>Business Website</i> <ul style="list-style-type: none"><li>- Practice website built for a macaron business</li><li>- Uses HTML, SASS/CSS, and Javascript</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 input framework, entity component system, game state management</li></ul>

## Interests

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