Rhys Pulling

10241 Greatwood Court, Highlands Ranch, CO

720-532-6410 - rpulling@calpoly.edu - pullingrm12.github.io

Education

California Polytechnic State University, San Luis Obispo   **June 2024**

Bachelors of Science in Computer Science

GPA : 3.59

Critical Coursework: Intro to Software Engineering, Intro to Data Science, Statistical Methods for Engineers, Applied Regression Analysis, Object-Oriented Programming, Computer Architecture, Systems Programming, Design and Analysis of Algorithms, Fundamentals of Computer Science, Linear Algebra

Skills

Languages: Python, Java, C, Javascript, React, HTML, CSS, Julia, R, SQL, Pandas, Racket

Tools: Git, Github, Vim, REST API, JSON, Jupyter Notebook, Minitab, VSCode, Unix

Projects

IKEU - Programming Languages   **January 2023 ~ March 2023**
- Developed basic programming language using typed Racket as the host language

MTG Prediction Models - Introduction to Data Science   **January 2023 ~ March 2023**
- Analyzed and developed KNN and K Cluster models to predict booster packs for MTG cards
- Requested and received JSON data and used pandas to create above models with the given information

The Banalyst - Introduction to Software Engineering   **September 2022 ~ December 2022**
- A group project creating a movie review website
- Utilized React and Node.js on the frontend to create interactive website to examine movies, profiles, and reviews
- Incorporated Express.Js on the backend to help retrieve data from a free online movie API
- Stored desired data with mongodb

MIPS Emulator & Simulator - Computer Architecture   **September 2022 ~ December 2022**
- Used Java to create an emulator and simulator for the assembly language, similar to that of SPIM

SMake & SFind - Systems Programming   **April 2022 ~ June 2022**
- Created simplified versions of system functions Make and Find using C

OOP Reformation - Object-Oriented Programming   **January 2022 ~ March 2022**
- Was given existing code in Java and had to reorganize it into object-oriented style to help increase performance

3D Image Rendering - Fundamentals of Computer Science   **January 2021 ~ March 2021**
- Developed program to take input file and use its information to print out a 3D image using rays

Work Experience

Demonstrated ability to manage, as well as gained experience in customer service, time management, teamwork, and communication with the following employment:

City Bark - Pet Pro (16-20 hours/week)   **June 2022 ~ August 2022**
- Observed and protected dogs at a pet resort for the summer
- Helped teach dogs, in groups of up to 15, behavior such as waiting at a gate as well as trained new employees

Crumbl - Delivery Driver / Delivery Specialist (16-32 hours/week)   **September 2020 ~ June 2021**
- Driving lead and delivery driver at Crumbl
- Extended roles included scheduling, interviewing, hiring, and managing, as well as administering internal systems

Pedalheads - Instructor (24-36 hours/week)   **June 2020 ~ August 2020**
- Taught kids ranging from eight to fourteen in groups of two to five how to bike
- Created games and challenges to help in learning development

Target - Guest Advocate (16-20 hours/week)   **August 2019 ~ October 2019**
- Worked as a guest advocate which entailed working at checkout, self-checkout, and guest services
- Communicated with customers to address issues and improve their shopping experience proactively