

Roman Geluz

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OBJECTIVE

A strong desire to enter into an internship position that will allow me to apply my knowledge and skills and with the eventual opportunity for advancement.

EDUCATION

University of California, Irvine, Irvine CA

Fall 2018 – Present

Bachelor of Science (B.S) in Software Engineering

- Relevant Coursework: Java, C++, Assembly, Data Structures, Human Computer Interaction, Software Design, and Requirements Engineering.
 - Awards: Dean's List Semester Honors
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PROJECTS

Design Studio II – Traffic Light Simulator

11/2018

- Designed a fictional traffic simulator to provide fictional students education of traffic signal timing and traffic outcome, through observation of using/exploring different traffic signal timing schemes on a user configured road map.
 - Identified the project's audience, stakeholders, goals, constraints, assumptions, and functional/non-functional requirements.
 - Designed UML Diagram, Traffic Light Phase Diagram and various Road/Intersection Diagrams.
 - Determined Data Structure (Queue) to be used and Algorithm (in Pseudocode) for changing of Traffic Light States and advancement of automobiles through intersections.
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WORK EXPERIENCE

LabCorp of America, San Diego, CA

01/2016 – 05/2018

Specimen Accessioner

- Prepared laboratory specimens for designated departments/locations prior to laboratory analysis and testing.
 - Our team was capable of processing a large volume of specimens collected during the day, and meet customer expectations.
 - Unpacked specimens from branches and ports and routed specimens by type to various staging areas, such as centrifuge, aliquoting (separate specimen), microbiology, cytology, hematology, etc.
 - Performed data entry of patient and sample information into LabCorp system.
 - Prepared excess specimen samples for storage and resolved and documented problem specimens.
 - Performed stat accessioning which requires a stat (time sensitive) specimen to be prepared for testing, tested and the results provided to the physician within a specified amount of time.
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SKILLS

- Java, C++, C#, SQL, HTML, CSS, JavaScript
- Storyboarding, Wireframes, Mockups, Prototyping
- Microsoft Office (Word, Excel, PowerPoint)
- Alphanumeric and 10 key by touch