Rockell N. Hankin II (Rocky)

27152 Highland Drive, San Juan Capistrano. 704-778-5974. Rocdoc214@gmail.com

Computer Engineering Major graduating in Spring, 2025.

Seeking an internship in tech or gaming for summer 2024.

Academic History:

University of California, San Diego (2021-present)

Currently enrolled Junior. Jacob's school of engineering.

Provost Honors

GPA 3.65

Charlotte Country Day School (2017-2021)

High school

GPA: 3.5

SAT: 1500

Work History

- Chic Fil A, cashier/food runner. Summer 2019.
- Lowes Home improvement, hardware sales associate. Summer 2020.
- Sea Level NC (Seafood Restaurant), busser/food runner. Summer 2021.
- Aon Devices (Speech recognition software/hardware company), intern. Summer 2022.
- Ortega Animal Care Center, pet care professional. Summer 2023.

Qualifications

- Great Academic Standing. Consistently good grades and learning mindset.
- Familiar with: Visual Studio code, java, vim, junit tests, C, git hub, makefiles, basic UNIX, test driven development and remote access via ssh. Various data structures including linked lists, hash tables, etc.
- Understanding of clean coding practices. Using whitespace and functions to make everything readable.
- Experience making simple, professional looking webpages using markdown and github pages.
- Long work history in demanding and fast paced customer service jobs.
- Calm and easy going. Focused under pressure.

Notable Subjects of Study

- Algorithm proofs/correctness
- Discrete Math/Mathematical Reasoning
- Algorithm design and proof of correctness
- Advanced Data structures
- Software development tools (github, remote access, test driven development, debuggers, clean coding, etc.)
- Basic web design using markdown and github pages.
- Dynamic and Static Memory Allocation.
- Circuits (op amps, bjt/mosfet amplifiers, cmos, cmos logic gates, transfer functions, etc.)
- Statistics

Notable subjects that will be taken before Summer 2024

- Machine learning
- Linear electronic systems

Coding Projects done in class (code available upon request)

- Implementation of dynamic memory allocation in C. Implementing a malloc and free for my own heap managed by optimized headers.
- Implementation of a traversable graph data structure in C++, including Dijkstra's Algorithm, Breadth/depth first search, and Prim's algorithm
- Implementation of a file compressor in C++ using Huffman encoding
- Implementation of various data structures in Java and C++ such as my own version array list, linked list, and hashing data structures.