

Robin Pennock

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Objective: *Targeting an Internship or Entry-Level Opportunity in Software Engineering*

Technical Skills

- C, C++, C#, Java, PHP, Ruby, JavaScript, Prolog, Scheme/Racket, CSS, JQuery, Bootstrap, SVN, GitHub, MySQL, SQLite, ActiveRecord, HTML, Windows, Linux, Unix, Bash Scripting.
- Strong foundation in Computer Science with emphasis on group development; including ISD, UCSD, and Agile development.
- Experience in object-oriented programming, procedural programming, MVC Architecture, testing, debugging, documentation, UI design, and system administration.
- Quick and eager to learn new technologies and skills; successful working in both team and self-directed settings.

Experience

BS Computer Science, Expected Graduation: May 2014

- Full development Raspberry PI wireless guitar system (in progress):
Project Scope: Solo project building Rasp PI based wireless guitar system. Crafting 1/4" analog input to interface with Rasp breakout board. Utilizing PortAudio and alsa libraries to record input. Using second unit with which to connect wirelessly and output signal to amplifier.
Tools: C, Python, PortAudio, Alsa
- Back End development for 3D MMO game: World of Balance (in progress):
Project Scope: Currently working as part of a 30+ member development team. Full design and build process for MMO which simulates an ecological system. Project combines fun for users with scientific analysis. Designed Tutorial's back end. Release Summer 2014.
Tools: Java, C#. MySQL, Unity 3d, Netbeans, PHP MyAdmin
- Front End Web Design Project: TripOut! (completed): <http://sfsuswe.com/~f13g05/>
Project Scope: Worked as part of a seven-member web team. Full design and build process for a LAMP stack website similar to TripAdvisor.com.
Tools: PHP, CSS, JS, Bootstrap, JQuery, SVN, Bugzilla, PHP MyAdmin, MySQL, Netbeans.

Courses Completed:

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| • Java Programming & Data Structures | • Software Development with emphasis on Game Development |
| • C++ Programming & Data Structures | • Web Application Development |
| • Assembly Language Programming | • Software Engineering with emphasis on Group Development |
| • Unix System Administration | • Analysis of Algorithms |
| • OS Development (windows and linux) | |

Hobbies

- Musician and Studio Engineer