Samuel Resendez

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Github: Samuel-Resendez
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EDUCATION:

University of Southern California, Los Angeles CA   August 2016 - Present
- Bachelor of Science Computer Science, May 2020, **GPA**: 3.8
- Relevant Coursework: Data Structures, Algorithms, Discrete Math, Software Development, Python, Databases

Davis Senior High School, Davis CA   August 2012 – June 2016
- H.S. Diploma, GPA: 4.22 (weighted) **SAT:** 2270(800 M, 750 CR) **ACT: 35**
- Relevant Coursework: Physics AP, Calculus 2 AP, Statistics AP,

WORK EXPERIENCE:

Teaching Assistant for CSCI 102   **Aug** 2017 – Present
- Helping build curriculum for students in their first semester of computer science at USC
- Teaching students at USC introductory computer science and C++ by leading lab sections and holding office hours

Intern, Thor Trucks   Jun 2017 – Aug 2017
- Redesigned their core website and managed content development for it
- Built interior touchscreen interface for the interior of the Truck

Intern, UC Davis Computer Science and Civil Engineering Department   Jun 2015 – Aug 2015
- Build tools to assist with developing probabilistic models of earthquakes and other natural disasters
- Designed and assembled a computer to handle and analyze large volumes on video data

Gymnastics Instructor and Coach   Jun 2014 – Aug 2014
- Coached K-8 kids in basic elements of gymnastics and physical fitness
- Coordinated birthday parties and other events

ACTIVITIES:

Developer for Lavalab 2017   Aug 2017 – Present
- Developing products at Lavalab, an entrepreneurship club at USC that brings students together to build products
- Primarily doing web and mobile application development as well as product design

TechLA Fellow, TechLA Fellows Program   **Jun 2017** – Aug 2017
- Attended Meetings and Investment Panels from Venture Capitalists in the Los Angeles area.
- Visited and talked to startup founders and early employees, to learn about the tribulations of starting a company

Mobile and Web Development Lead, Glia Mental Health   **Oct** 2016 – Present
- Core Developer for Glia's mobile platform, and I both designed and developed the majority of their application
- Built the infrastructure for Glia's web presence, including their website and web app

1678 Robotics Team Member   Nov 2014 – May 2016
- Worked as a mobile application developer (iOS and Android platforms)
- Coordinated a development team to build a data processing system for competitor analytics
- Developed statistical models to analyze and turn competition data into actionable insights

Robotics Mentor and STEM Educator   Nov 2014 – May 2016
- Worked with K-6 students in building Lego robots for competition in the First Lego League
- Taught kids how to program and wire their robots, as well as how to implement basic control theory

SKILLS:

- Technical Skills:
  - Languages: C++, Swift, Python 2 & 3, Java, XML, Objective-C, Rust, Go, Javascript, CSS3, HTML5
  - Tools and Frameworks**:** Dropbox API, Realm.io, Firebase, Webhose.io, XCode, Android Studio, Emacs, Excel, Sublime Text
- Languages: Finnish, Spanish
- Interests: Hiking and travel, Scuba Diving, Snowboarding, and Chess