Scott Munro

http://scottnm.github.io/Homepage/   (214) 769 - 0461   scottmunro@utexas.edu

EDUCATION

UNIVERSITY OF TEXAS - AUSTIN   Expected Grad: May 2017
- Bachelor of Science in Computer Science   GPA: 3.872
- Relevant Coursework:
  - Data Structures, Principles in Computer Systems, Object Oriented Programming, Graphics

EXPERIENCE AND LEADERSHIP

UT Computer Science Tutor   *Aug '15 - Present*
- Tutoring students one-on-one in their introductory computer science courses

Google Play Music Software Engineering Intern   *May '15 - Aug '15*
- Worked with a small team to integrate concert data into the artist pages.
- Built frontend component to allow users to clear their recommendation history
- Worked across the stack to bring genre data for artists to the frontend
- Updated the web client to better cooperate with screenreaders

UT Computer Science Freshman Mentor   *Aug '14 - Present*
- Mentoring a group of 20 UT Computer Science Freshman
- Instructing students in resources used by UT Computer Science students

CLASSROOM AND INDEPENDENT PROJECTS   2013-2015

C# & Unity
- Created a maze-escape game with procedurally generated mazes, and a restricted-vision effect allowing the player to only see a portion of the map around them. Won Best Tech award at UT Fall 2015 Game Jam.

Javascript
- Built a multi-artist radio-like playlist generator that launches playlists in the Spotify web app

Java
- Implemented the Huffman compression algorithm to compress and decompress files
- Created a GoFish simulation that allows users to make more educated guesses based on the probabilities of different choices.

Python
- Built classic game Pong, with a trained neural network opponent
- Developed a neural network and game environment to train a simple boss-character to compete against a player character, and researched the effects of different training methods and neural network structures

C++
- Built a text-based clone of the game Space Invaders using the c++ ncurses library

*Most listed projects can be found on my github: http://github.com/scottnm

TECHNICAL SKILLS

Languages
Proficient in Java, Javascript, HTML, and CSS (2 years)
Comfortable in Python (2 years), C, and C++ (1 year)

Technologies and Libraries
Proficient in Pygame (2 years)
Comfortable with Closure, Angular, KnockoutJS, Soy Templates, Handlebars and ARIA (1 year)
Exposure to Unity 5

AWARDS AND HONORS

- Delta Xi and Jackie Hawkins Freshman Award for being the most successful Freshman, African-American, Natural Sciences major   Spring 2014
- CNS College Scholar   Spring 2014, Spring 2015