Scott Munro

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EDUCATION

UNIVERSITY OF TEXAS - AUSTIN Expected Grad: 2017

- Bachelor of Science in Computer Science GPA: 3.9021
- Relevant Coursework:
  - Data Structures, Principles in Computer Systems, Object Oriented Programming, Graphics

EXPERIENCE AND LEADERSHIP

Microsoft - Xbox Live Software Engineering Intern *May '16 - Aug '16*

- Prototyped a service in the live and on-demand media space
- Developed a clientside library to allow video game developers to integrate with the service

CS324E Proctor - Elements of Graphics and Visualization *Jan '16 - May '16*

- Grade 40 student assignments per week
- Answer questions about course material in office hours and in online portal

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 in necessary resources and skills

INDEPENDENT AND CLASSROOM PROJECTS 2013-2015

- Using C# and Unity, created a maze-escape game with procedurally generated mazes and a restricted-vision lighting effect. Won Best Tech award at the UT Fall 2015 Game Jam
- Built a multi-artist radio playlist generator using the Echonest API that launched playlists in the Spotify web app using Javascript
- Using C, implemented a system that allowed user programs to run within the toy operating system PintOS, which required implementing a call stack, managing parent and child threads, managing files and their file descriptors, and using a file system interface to implement system calls.
- Using Java, created a Go-Fish simulation that allows users to make more educated guesses based on the probabilities of different choices.
- 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. Used Pygame and Python
- Implemented the Huffman compression algorithm to compress and decompress files using Java

*Project source can be found at https://github.com/scottnm and demos can be found at http://scottnm.github.io/Homepage

TECHNICAL SKILLS

Languages

Proficient in C++, Java, Python (2.5 years)

Comfortable in C, Javascript, HTML, and CSS (2.5 years)

Technologies and Libraries

Comfortable with Closure, Angular, KnockoutJS, Soy Templates, Handlebars and ARIA (1 year)

AWARDS AND HONORS

- Unrestricted Endowed Presidential Scholarship Winner Spring 2016
- CNS College Scholar Spring 2014, Spring 2015, Spring 2016
- Jackie Hawkins Award - Most successful, black, freshman, Sciences major Spring 2014