# **John Doe**

Your Location 
✓ youremail@yourdomain.com 
✓ 0541 999 99 99

**9** yourwebsite.com **in** yourusername

yourusername

## Welcome to RenderCV!

RenderCV ☑ is a LaTeX-based CV/resume version-control and maintenance app. It allows you to create a high-quality CV or resume as a PDF file from a YAML file, with Markdown syntax support and complete control over the LaTeX code.

The boilerplate content was inspired by Gayle McDowell .

# Quick Guide \_

- Each section title is arbitrary and each section contains a list of entries.
- There are 7 unique entry types: BulletEntry, TextEntry, EducationEntry, ExperienceEntry, NormalEntry, PublicationEntry, and OneLineEntry.
- Select a section title, pick an entry type, and start writing your section!
- Here ∠, you can find a comprehensive user guide for RenderCV.

#### Education

BS University of Pennsylvania, Computer Science Sept 2000 - May 2005

- GPA: 3.9/4.0 (a link to somewhere **△**)
- Coursework: Computer Architecture, Comparison of Learning Algorithms, **Computational Theory**

# Experience \_

Apple, Software Engineer

- Cupertino, CA June 2005 – Aug 2007
- Reduced time to render user buddy lists by 75% by implementing a prediction algorithm
- Integrated iChat with Spotlight Search by creating a tool to extract metadata from saved chat transcripts and provide metadata to a system-wide search database
- Redesigned chat file format and implemented backward compatibility for search

#### **Microsoft**

Software Engineer Intern

.NET Evangelist

• Designed a UI for the VS open file switcher (Ctrl-Tab) and extended it to tool windows

- Created a service to provide gradient across VS and VS add-ins, optimizing its performance via caching
- Built an app to compute the similarity of all methods in a codebase, reducing the time from  $\mathcal{O}(n^2)$  to  $\mathcal{O}(n \log n)$
- Created a test case generation tool that creates random XML docs from XML Schema
- · Automated the extraction and processing of large datasets from legacy systems using SQL and Perl scripts

## **Publications**

#### **3D Finite Element Analysis of No-Insulation Coils**

Frodo Baggins, John Doe, Samwise Gamgee

Redmond, WA June 2003 - Aug 2003 Aug 2003 - Feb 2005

Jan 2004

# Projects \_\_\_\_\_

### **Multi-User Drawing Tool**

github.com/name/repo

- Developed an electronic classroom where multiple users can simultaneously view and draw on a "chalkboard" with each person's edits synchronized
- Tools Used: C++, MFC

#### **Synchronized Desktop Calendar**

- Developed a desktop calendar with globally shared and synchronized calendars, allowing users to schedule meetings with other users
- Tools Used: C#, .NET, SQL, XML

## **Custom Operating System**

2002

- Built a UNIX-style OS with a scheduler, file system, text editor, and calculator
- Tools Used: C

# Technologies \_\_\_\_\_

Languages: C++, C, Java, Objective-C, C#, SQL, JavaScript

Technologies: .NET, Microsoft SQL Server, XCode, Interface Builder