SUSANNA SOUV

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OBJECTIVE

Updated for Fall 2016

To further my skills in **web development**, interest in **mobile app development** and/or **developing technology for education**.

EDUCATION

University of California, Berkeley
Currently completing B.A., Computer Science   Expected graduation: Spring 2017

EXTRACURRICULAR ACTIVITIES

Software Engineering Intern at ClearSlide

- Focused on revamping our main product. Other projects included bug fixes for the existing product and, in a collaborative effort with the other interns, a Slack integration for our main product. (May 16, 2016 - present)

Facilitator, Snap*!* Below the Line.

- Teaching a course that helps prepare students to join the Snap*!* Development Team. Things taught are how to use Github, Javascript, and to contribute to a large sourcecode. (Fall 2015)

PROJECTS COMPLETED AND CONTRIBUTED TO

Listed below are non-academic projects; can be found on http://challengepost.com/ssouv, github.com/susannasouv, bitbucket.org/susannasouv. Starred means ongoing.

- **GrepIRL**: An iOS app meant to allow users to tag helpful items (such as bathrooms, power outlets) with a location, ratings, and comments. Submission as a collaborative final project to the iOS class at UC Berkeley. (https://github.com/Georgehe4/ios-decal-proj4)

SKILLS

Languages (by recent use)	Java, Javascript, Python, HTML, C
Operating Systems	Windows, OS X
Deveopment Tools	IntelliJ, JIRA, SequelPro, Sublime Text, Vim, Git

CURRENT AND RELEVANT COURSEWORK

Courses completed at UC Berkeley

- **Computer science 170**: Efficient Algorithms and Intractable Problems (Fall 2015)

- **Information 257**: Database Management (Fall 2015)

- **Computer science 188**: Introduction to Artificial Intelligence (Spring 2016)

- **Computer science 164**: Programming Languages and Compilers (Spring 2016)