Professional Instructor and Technology Developer

VINCENT CANNALLA

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Professional Summary

Accomplished and personable computer science and engineering student with a solid history of achievement in computer science. Motivated leader with strong organizational and prioritization abilities. Areas of expertise include programming, software development, and teaching.

Skills

Data Structures and Science:
Excellent understanding of data structures and organization of data
Relevant Courses: CSE 12, 100

Programming:
Fluent: Java, C, C++
Proficient: Python, HTML, Ruby on Rails, Javascript, PostgreSQL
Relevant Courses: CSE 8a-b, 30

Software Development:
Technologies: Java, Android, Google Play Services
Tools: Android Studio, JUnit, Jira, Git, Android ADT
Techniques: Agile Software Process, Design Patterns, Mobile software development
Relevant Courses: CSE 110

Leadership:
Lead tutor, previous head of tutoring program at ETHS.

Teaching:
Years of experience as a math tutor and computer science teacher.

Education

BACHELOR OF SCIENCE IN COMPUTER SCIENCE – UNIVERSITY OF CALIFORNIA SAN DIEGO

- Dean's List Honoree, **6** semesters, **3.4** GPA

Work Experience

Curriculum and Instructional Software Developer, Jan 2017 - Jan 2018
UCSD DEPARTMENT OF EDUCATIONAL STUDIES

- Created both **backend and frontend architecture** to **enhance the Bootstrap learning platform** to accommodate more interactive learning and professional development experience for students and teacher.
- Contributed to improving and developing new curriculum for the UCSD tested APCS Principles curriculum and teacher professional development course for high schoolers.
- **Created**, **checked**, and **improved** the curriculum on three learning management systems: Bootstap, Canvas, and Moodle.
- **Worked with a team of undergrads** to find ways to improve the curriculum for both students and teachers in local high schools, with the expectation that **our work could be offered nationwide**.

Computer Science Instructor
JUNIOR ACADEMY– SALLY RIDE SCIENCE CAMP JUNE 2017 - JULY 2017

- **Instructed** courses to teach coding through game design using unity to instill a interest for computer science in young students
- **Supervised** groups of up to 20 during week long instruction periods

RISE UP 4 CS, GEORGIA INSTITUTE OF TECHNOLOGY JAN 2017 - MAY 2017

- **Facilitated** in-person and remote tutoring sessions which allowed students to better understand computer science
- **Engaged computing experiences for underrepresented students** in computing who are in Advanced Placement (AP) Computer Science courses.

APCS Principles Course Intern, Sep 2016 - Dec 2016
UCSD DEPARTMENT OF EDUCATIONAL STUDIES

- **Developed** new curriculum for the teacher professional development course for high schoolers.
- **Worked in a team of undergrads** to find ways to improve the curriculum for both students and teacher in local (San Diego) high schools