

First Last

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EDUCATION

University of California, Irvine
Computer Science, B.S.
Community College

March 2016 – June 2018
Cumulative GPA: 3.28
February 2015 – December 2015

WORK EXPERIENCE

Research Lab | *Research Assistant—City, State* August 2017 – Present

- Created distinct virtual reality environments using Unity for the use of animal behavior testing and analysis
- Worked closely with lab faculty to implement new data tables through MATLAB for animal behavior analysis
- Used MATLAB to setup behavioral data collection and project virtual reality environments onto Android OS tablets

Company | *Software Engineering Intern—City, State* June 2013 – August 2013

- Learned Use Case design and UML using Visual Paradigm to model embedded systems
- Worked with the Raspberry Pi to get an idea of the tasks and expectations of a software engineer
- Worked closely with fellow interns in organizing events and activities for other peers

Restaurant | *Crew Member—City, State* February 2016 – September 2016

- Expanded interpersonal and communication skills through serving customers and working with peers
- Drafted documents on rules and regulations to effectively enforce employee policy
- Assisted in back-of-house work, such as managing inventory of ingredients as well as various kitchen prep tasks

PROJECTS

Platformer Game | *Programmer/Designer* January 2017 – June 2017

- Developed a platformer game using C# on the Unity engine in a small team of five
- Coded various gameplay mechanics such as win/lose conditions, platform mechanisms, enemy AI and specific camera control elements through utilization of the Unity API
- Planned and designed nine increasingly difficult levels based off gameplay physics

CLASS PROJECTS

Virtual Memory System | *Projects in Operating Systems*

- Implemented a simulated virtual memory system in Java through usage of segmentation and paging
- Used bit manipulation operations on virtual addresses to derive segment number, page number, and offset components
- Implemented a translation look-aside buffer to process repeat addresses, effectively optimizing run-time speed

Train Unloading Dock Simulator | *Computer Simulation*

- Learned how to model elements of discrete, stochastic simulation such as server status control, discrete-type clock advancement, and multi-threaded event handling by developing a simulation program in C++
- Developed and used statistical data output such as server utilization and average idle time per entity to determine and analyze simulation accuracy, a system confidence interval, and the point of system overload

SKILLS

Languages: C++, Java, Python, C#, MySQL, x86 assembly language, MATLAB, HTML, CSS

Other: git, GitHub, Microsoft Office, Unity

RELEVANT COURSEWORK

- Data Structures
- Discrete Mathematics
- Projects in Operating Systems
- Software Design: Applications
- Intro to Data Management
- Machine Learning & Data Mining
- Principles of Operating Systems
- Computer Simulation
- Intro to Computer Organization