

John Doe

619-123-1234 | john@usc.edu | [linkedin.com/in/john](https://www.linkedin.com/in/john) | github.com/john

EDUCATION

Southwestern University

Bachelor of Arts in Computer Science, Minor in Business

Georgetown, TX

Aug. 2018 – May 2021

Blinn College

Associate's in Liberal Arts

Bryan, TX

Aug. 2014 – May 2018

EXPERIENCE

Undergraduate Research Assistant

Texas A&M University

June 2020 – Present

College Station, TX

- Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems
- Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data
- Explored ways to visualize GitHub collaboration in a classroom setting

Information Technology Support Specialist

Southwestern University

Sep. 2018 – Present

Georgetown, TX

- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

Artificial Intelligence Research Assistant

Southwestern University

May 2019 – July 2019

Georgetown, TX

- Explored methods to generate video game dungeons based off of *The Legend of Zelda*
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Presented virtually to the World Conference on Computational Intelligence

PROJECTS

Gitlytics | *Python, Flask, React, PostgreSQL, Docker*

June 2020 – Present

- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

Simple Paintball | *Spigot API, Java, Maven, TravisCI, Git*

May 2018 – May 2020

- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI

Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Libraries: pandas, NumPy, Matplotlib