

# John Doe

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## EDUCATION

**The Pennsylvania State University, University Park, PA**  
*B.S. Computer Science*  
Minors: Mathematics/ CyberSecurity  
GPA: 3.36 / 4.00

*Aug. 2016 – May. 2020*

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## WORK EXPERIENCE

**PPL Corporation, Allentown, PA**  
*Full-Stack Developer Intern*

*May. 2019 – Aug. 2019*

- Coordinated with a team of contractors and employees to redefine the internal employee website under the latest technologies/ methodologies
- Resolved 20+ critical bugs in the product to improve performance and peer reviewed code.
- Implemented 20+ user stories of various functionalities under agile development with extensive unit testing.
- Tools used in the project: Angular, Git, Typescript, C, HTML, Microsoft Development Tools, Agile Methodology.

**Learning Assistant, Penn State University**  
*CMPS 458: Fundamentals of Computer Graphics*

*Aug. 2019 – Current.*

- Aiding students with their project work such as transformations, Rollercoaster, Raytracing, and etc.
  - Assisting in reinforcing student's understanding of the approaches and mathematical techniques in rendering scenes
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## PERSONAL PROJECTS

**DiscordBot (Python)**

*Aug. 2019 – Current.*

- Utilized Discord and YouTube API to play Music in Discord voice
  - Implemented functionality to convert Webm or YouTube links into mp3 files and post into discord channel
  - Set development Guidelines and created a wiki for Git Commands
  - Created using concurrent programming design with async and await
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## PROJECTS

**A Simple MapReduce Framework API (C)**

*Mar. 2019 – May. 2019*

- Constructed API code to measure the frequency of every word in text files.
- Implemented multi-threaded code that dealt with race conditions for MapReduce API
- Utilized conditional variables and mutex lock to simulate producer-consumer model

**RayTracer (C++)**

*Nov. 2018 – Dec. 2018*

- Implemented a Ray tracer that takes a high-level description of a scene and renders a realistic image that is almost indistinguishable from a real photo.
- The image is generated by tracing the path of light through pixels in an image plane and simulating the effects of its encounters with virtual objects. producing a very high degree of visual realism.

**Rollercoaster (C++)**

*Oct. 2018 – Nov. 2018*

- Implemented a Rollercoaster with camera control and real-time physics inside of a skybox with scenery texture.
- Utilized Centripetal Catmull-Rom splines to ensure continuity between points on a track and to design the track itself.

**3D Transformations with Skybox (C++)**

*Sep. 2018 – Oct. 2018*

- Constructed a skybox with scenery texture. Camera control and 3D transformations on multiple cubes (translation, scaling, and rotation) were introduced to the scene.
  - Introduced renderings of a surface mesh/heightmap into the environment.
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## TECHNICAL SKILLS

**Programming Languages**

Proficient: Git, C++, Python, Unix, Angular, Typescript, HTML, CSS  
Exposure: Java, C, Bash, C, verilog

**Software**

Microsoft Development Tools, CMD, NetBeans, Python IDE, UNIX, VMware

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## SCHOOL ACTIVITIES

Data Labs, Tone Analysis Member  
Electronic Sports Club, Member  
HackPSU, Participant  
Code PSU, Participant