

OBJECTIVE

To be the very best, like no one ever was... (dum dum da-dum!)

MOST SPLENDID EDUCATION

Brown University (Expected Graduation: May 2013)

Computer Science and Visual Arts

4.0/4.0 GPA

Courses Include: *Software Engineering, Computer Systems, Data Structures and Algorithms, Computer Graphics, Computer Animation, Digital Concept Art, New Media Art*

SUPER GREAT EXPERIENCE

Facebook: Software Engineer Intern

Summer 2011, Palo Alto, CA

- Worked on the frontend team for a high-impact, high-visibility mobile project
- Contributed to a new Javascript UI framework for making offline capable mobile HTML5 applications
- Acted as an stand-in UI designer and produced graphical assets for fellow engineers
- Initiated and implemented a major architecture redesign, greatly improving development efficiency of my team

TomTom: Software Engineer Intern

Summer 2010, Lebanon, NH

- Worked in a scrum team to develop iPhone and Android phone applications
- Worked closely with User Experience team to design user interface for iPhone and Android apps
- Programmed Android app prototype in Java

Flannel: Graphic Design Intern

Summer 2010, Norwich, VT

- Designed website architecture and wireframes
- Created layouts for websites using Adobe Illustrator

Brown CS Dept: Head Teaching Assistant

Fall 2011, Providence, RI

- Led a team of 23 undergraduate teaching assistants for an introductory computer science class with 200+ students
- Worked with Professor Andy van Dam on course development to improve the learning process for students
- Held office hours, conducted lab sessions, designed and graded student assignments
- Wrote, directed, and performed humorous skits during lecture, a 20+ year tradition of the course

AWESOME PROJECTS

Sparketplace

- Worked in a team of four to make an online marketplace with emphasis on local trading
- Wrote backend in Java using the framework, Play!
- Designed the UI, styled the website with CSS, and made all image resources in Photoshop

Ballsy

- A platformer puzzle game with grappling hook mobility; also comes with a level editor
- Developed in Java with a team of four
- Directed the graphic design of the game

SPECTACULAR AND NOBLE SKILLS

Programming Languages

Java, Javascript/HTML/CSS, Python, C++, MATLAB (in order of proficiency)

Languages

English, French, Chinese (spoken)

Technical Proficiencies

Git/SVN, Eclipse, Photoshop, Illustrator, Painter, Maya, After Effects

MOST HILARIOUS AWARDS

- ESA Foundation Computer and Video Game Scholar (2010)
- National Merit Scholar (2009)
- Robert C. Byrd Scholar (2009-2010)
- Hanover High School Valedictorian (2009)

STRANGE AND WONDERFUL INTERESTS AND ACTIVITIES

Teaching, Digital Drawing and Painting, Hip Hop Dance, Cooking, Musical Theater, Piano, Figure Skating