

School of Computer Science

Sample Resumes

[Freshman Sample Resume](#) 2

[Undergraduate Sample Resume](#)..... 3

[Senior Sample Resume](#).....4

Pixel Linux

STUDENT@andrew.cmu.edu | (XXX) XXX-XXXX |

EDUCATION

Carnegie Mellon University

Bachelor of Science, Computer Science

May 20XX

Selected Coursework: Principles of Imperative Computing, Mathematical Foundations for Computer Science

Thomas Jefferson High School for Science and Technology

Jefferson Diploma

June 20XX, GPA 4.1

Selected Coursework: Selected Coursework: AP Computer Science + Data Structures, Artificial Intelligence 1 & 2, Parallel Computing 1 & 2, Web App Development, Mobile App Development

SKILLS

Languages: C, C++, Java, Python, Javascript, HTML, CSS, LaTeX.

Technologies: Android, iOS, Oculus, FireBase,

PROJECTS

Graphing 3D Surfaces Using Virtual Reality (Fall 20XX-Spring 20XX): An application for viewing mathematical three-dimensional surfaces using an Oculus virtual reality headset and Leap Motion Sensors. Programmed the Oculus, wrote the graphics, and worked on the mathematical component of the software.

Frost (Fall 20XX): A website that visualizes the spending distribution of various institutions (colleges, governments, charities) so that users can know where their money is going when they donate money or pay taxes. Using javascript and python, Wrote the web server and most of the backend that allowed the website to function.

IDirection (Fall 20XX): A game using a Sphero robot and Android app. Wrote most of the framework for the mobile app in Java.

Joyride (Fall 20XX): An application using General Motor's API and web development languages to create a social game that rewards people for driving safely. I wrote the database and much of the other backend code using javascript.

CoMAPorate (Spring 20XX): "Wikipedia for Maps." A website for handling a database of maps on the scale of schools or shopping malls created by users. I wrote the backend for the webserver, and the database for storing and editing the maps, and the code for user interaction that allowed users to edit the maps.

SELECTED AWARDS

USA Computing Olympiad Gold/Platinum Divison

February 20XX

Fannie Mae Sponsored Prize, YHack

November 20XX

University of Maryland HS Programming Contest 1st Place

April 20XX

National Merit Scholar

20XX

Dee Compression

STUDENT@cmu.edu | (XXX) XXX-XXXX

EDUCATION

CARNEGIE MELLON UNIVERSITY

B.S. IN COMPUTER SCIENCE

ADDITIONAL MAJOR IN PHYSICS

Expected May 20XX | Pittsburgh, PA

Dean's List FXX, SXX, SXX

Cum. GPA: 3.82 / 4.00

LINKS

Github:// DeeCompression

LinkedIn:// dee-compression

COURSEWORK

CURRENT

Operating Systems Practicum

Compiler Design

Introduction to Computer Music

COMPLETED

Operating Systems

Algorithm Design and Analysis Parallel

Data Structures and Algorithms

Competition Programming

Principles of Software Constructions

Introduction to Computer Systems

Introduction to Functional Programming

Theoretical Ideas in Computer Science

Principles of Imperative Computation

SKILLS

PROGRAMMING

Over 5000 lines:

C • Java • C++ • Python • Javascript

Shell • React Native • LabVIEW

Over 1000 lines:

SML • Raw HTML/CSS • Swift Familiar:

SQL • Assembly • \LaTeX

LANGUAGES

Fluent: English

Pro icient: Spanish

EXPERIENCE

CARNEGIE MELLON UNIVERSITY | HEAD TEACHING ASSISTANT

Spring 20XX - Present | Pittsburgh, PA

- Serving as Head TA, leading 30+ TAs to teach over 400 students
- Taught introductory CS reasoning skills, data structures, and C language concepts

AURORA INNOVATION | ONBOARD INFRASTRUCTURE INTERN

May 20XX– Aug 20XX| Palo Alto, CA

- Built a tool to programmatically assign processes to various CPUs on the vehicle based on prior CPU utilization
- Developed code to monitor network traffic and alert the vehicle operator when network traffic crosses a certain threshold
- Created tools to allow for remote analysis of CPU usage and network latencies

MINERVA LLC | LEAD FRONT-END DEVELOPER

May 20XX – September 20XX | Rockville, MD

- Developed the front end for a type one diabetes application

LOCKHEED MARTIN | SOFTWARE ENGINEERING INTERN

May 20XX – Aug 20XX | Rockville, MD

- Created an API Wrapper for an internal tool to enable programmatic access
- Produced a Python based script to analyze Lockheed Martin's supplier network

NASA | SOFTWARE ENGINEERING INTERN

Summers, 20XX and 20XX| Fairmont, WV

- Updated test scripts for the Orion Multi-Purpose Crew Vehicle to work with a new testing framework
- Designed testing APIs to decrease the necessary time to create new test scripts

PROJECTS

COMPUTER OPERATIONS RESEARCH GROUP | RESEARCHER

Fall 20XX - Present | Pittsburgh, PA

- Developed a new computer architecture to speed up common algorithms
- Preliminary results show up to 50% speed-up over traditional architectures
- Language: C/C++

CARNEGIE MELLON RACING | FIRMWARE DEVELOPER

Fall 20XX – Present | Pittsburgh, PA

- Building the firmware for an electric car with a small group of dedicated people
- Managing a complex system combining multiple embedded real-time systems communicating through CAN buses
- Language: C

Al Gorithm

Phone: XXX-XXX-XXXX | Email: STUDENT@andrew.cmu.edu |

Education

Carnegie Mellon University *Pittsburgh, PA*

May 20XX

Bachelor of Computer Science, Minor in History, QPA: 3.14/4.00

Selected Coursework:

Operating System Design and Implementation (current), Introduction to Computer Systems, Parallel and Sequential Data Structures and Algorithms, Great Theoretical Ideas in Computer Science

Projects

Google CodeU

Spring-20XX

- Collaborated with a team of peers to design and build a web application using Java, JavaScript, HTML/CSS, Java servlets, AppEngine, and the Google Cloud Platform and APIs
- Implemented industry best practices such as contributing to open source software with Git, conducting code reviews, extending existing codebases, and designing new components

Hydrobowl

Fall 20XX

- Created a Quiz Bowl studying app that accepts custom questions and reads them back
- Utilized HTML, Bootstrap, vanilla JavaScript for frontend and Firebase for backend

Experience

Spiceworks *Austin, TX*

Summer 20XX

Software Developer Intern

- Designed and implemented new features and patched critical bugs in the Spiceworks Help Desk
- Wrote unit tests to help achieve > 87% line coverage
- Utilized Ember.js for frontend and Ruby on Rails for backend development

Summer Undergraduate Research Fellowship *Pittsburgh, PA*

Summer 20XX

Researcher

- Discovered novel roles of mouse visual cortex in visual acuity with Dr. Kuhlman and Alex Swain
- Conducted behavioral experiments and managed colonies of mice
- Analyzed data with MATLAB and presented the figures

Tulsa Undergraduate Research Challenge *Tulsa, OK*

Summer 20XX

Researcher

- Processed and cataloged artifacts from Christiansted stump removal
- Synthesized the data into a public outreach and information site

Languages and Technologies

Languages Python, C, SML, L^AT_EX, HTML/CSS, Ruby, JavaScript, Java, GML

Applications UNIX, Git, Vim, Photoshop, MATLAB, GameMaker, Unity, Flash

Miscellaneous Conversational French and Mandarin, pixel art, 2D digital art