Andrew Hamilton

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EDUCATION

University of California, Irvine   June 20XX
B.S. in Computer Science
GPA: 3.25

TECHNICAL SKILLS

Programming Languages: C, C++, C#, Java, Python, HTML, SQL, x86 Assembly, Shell Scripting
Operating Systems: Mac (Sierra, El Capitan), Windows (10, 7), Linux (BASH)
Concepts: Network protocols (TCP, UDP, DHCP, DNS, etc.), data structures
Software: Office 365, Salesforce, Active Directory, MySQL, Microsoft Development Tool, DeployStudio

EXPERIENCE

RingCentral
IT Deskside Intern | Belmont, CA   June 20XX-September 20XX
- Imaged company laptops for over 50 employees, both Macs and PCs, to insure consistency and software standards
- Helped employees troubleshoot tech-related issues of varying complexity through one-on-one phone and deskside support
- Set up and deployed desks, equipment, and accounts for new employees as well as current employees
- Utilized company's Active Directory to manage user accounts and grant individual security and access to systems and software

PROJECTS

Fabflix
Co-leader   January 20XX-March 20XX
- Co-led a group of 3 to create a website with functionality similar to Netflix (browsing, searching, and purchasing movies from a remote server)
- Implemented on AWS using a variety of Javascript, servlets, HTML, Apache Tomcat, AJAX, CSS files, and XML files to create the website while also being linked to a MySQL database
- Increased scalability and security by implementing recapcha, cookies, and load balancing via master-slave instances

MoveIt!
Project Leader   January 20XX-March 20XX
- Led a group of 3 to create a 2.5-D multiplayer platform game where one user uses a keyboard to guide a cube to the end of a level, while another user uses a mouse to move platforms and provide assistance
- Personally added the physics, mechanics, and level design of the game

ACTIVITIES

Video Game Development Club
Programmer/Developer | Irvine, CA   September 20XX - June 20XX
- Developed video games from scratch in groups of 4 to 5 people using C# and Unity game engine
- Presented projects during monthly meetings to over 60 members to share design and best practices
- Taught weekly workshops to new members to learn about programming, design, and production

Citrus Hack 20XX
1st Place in Best VR/AR Hack | 2nd Place in Best Gaming Hack   April 20xx-June 20XX
- Created an augmented reality game that produced 3D models whenever a Pokemon card was scanned, and used that model to play an endless wave survival game
- Collaborated in a team of 5 using the Unity editor and Vuforia