

First M. Last

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EDUCATION

Drexel University

Bachelor of Science in Computer Science

Expected Graduation: May 20xx
Philadelphia, PA

- **Relevant Coursework:** Systems Programming (C), Software Design (Java), Data Structures and Algorithms (C, Python), Intro to Software Engineering (Java), Linear Algebra, Probability and Statistics

TECHNICAL SKILLS

Languages: Python, Java, C/C++, Bash, JavaScript, TypeScript, SQL, HTML/CSS, Racket

Technologies: React.js, Flask, Docker, Kubernetes, Terraform, AWS, ROS, Node.js, PyTorch, TensorFlow, Concourse, Jenkins

EXPERIENCE

Comcast

Software Engineer Intern

April 20xx – September 20xx
Philadelphia, PA

- Architected UI flow testing tool allowing developers to customize and mock aggregated microservice responses with React.js and Express.js, exposing key data when testing frontend applications, enabling sub-2-second testing time.
- Automated Kubernetes test environments using Istio and Helm for core Backend-for-Frontend (BFF) tool, enabling developers to validate microservice integration pre-merge and reducing deployment failures by 75%.
- Developed automated API regression testing with Karate framework, storing BFF aggregated response baselines in AWS S3 buckets for back-testing, eliminating 1 hour of manual validation per deployment across 3+ weekly releases.
- Upgraded 80% of subscription management UI to latest internal Lightning JS UI library, implementing Cypress regression tests to validate component behavior and ensure visual consistency across TV box platforms.

Drexel Wireless Systems Lab (DWSL)

Undergraduate Researcher

August 20xx – January 20xx
Philadelphia, PA

- Developed machine learning classification system using PyTorch and 1D Convolutional Neural-Networks to classify human activities from radio frequency (RF) signal data, contributing to wireless sensing research applications.
- Built automated data processing pipelines using C++ and GNU Radio, processing 9,600+ RF signal files, implementing batch workflows and validation systems to prepare data for model training.
- Optimized model performance to achieve 87.5% accuracy through feature engineering and data preprocessing, implementing systematic testing and validation frameworks on 500+ samples.

Coded By: Kids (Youth Tech Non-Profit)

Full-Stack Developer

June 20xx – September 20xx
Philadelphia, PA

- Led 4-person team to build Cash Cow, a gamified finance app using React.js and Express.js with achievement systems and spending insights, serving 200+ users across 3+ college campuses.
- Implemented real-time budget updates and achievement tracking through Plaid API integration and Redis caching (Upstash), enabling secure bank data aggregation with sub-second transaction processing.

PROJECTS

Bilateral Teleoperation Robotic Arm | C++, ROS

October 20xx – Present

- Developing bilateral teleoperation system in C++ enabling haptic feedback control of robotic arm through CAN bus communication protocol integrated with Teensy 4.0 microcontroller for real-time motor control.
- Designed 3D visualizations and live demonstrations in ROS to showcase arm's mechanical capabilities and control responsiveness for technical presentations and stakeholder reviews.

Custom Lang | C++

August 20xx – October 20xx

- Developed custom interpreted programming language with novel syntax design, implementing core language features including variables, control flow, arithmetic operations, and comprehensive error handling.
- Implemented recursive descent parser to convert custom syntax into executable instructions and hash table-based symbol tables for efficient variable management, supporting dynamic typing with O(1) lookup performance.