SCOT HIGHLANDER

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Education

B.S. in Computer Science   University of California-Riverside (UCR)   June 2024

- **GPA** (optional): 3.0/4.0
- **Relevant Coursework** (Optional): Software Construction, Data Structures, Algorithms, Design and Architecture of Computer Systems, Artificial Intelligence
- **Awards** (optional): Dean's Honor List (2021, 2022, 2023)

Technical Skills

Programming Languages: Python, C/C++, Java, SQL, R, Assembly, TypeScript, Swift, Kotlin
Database: Oracle, Microsoft SQL Server, MySQL, PostgreSQL, MongoDB
Web Development: HTML, CSS, JavaScript, jQuery, React.js, Node.js
Operating Systems: Windows, MacOS, Linux, Unix
Tools: Git, Visual Studio Code, Jupyter, Kubernetes, Docker
Cloud Service: Amazon Web Services (AWS), Google Cloud Platform (GCP), Microsoft Azure
Libraries: Pandas, NumPy, Scikit-learn, Flask, Natural Language Toolkit

Intern Experience

Software Engineer Intern   *XYZ Company, City, CA*   June 2023-September 2023
- Collaborated with the project manager and developers to outline plans and develop the ABC system using **Java**.
- Designed and implemented pagination in **JavaScript**, reducing page response time by 2 seconds.
- Refactored the automatic image loading using XYZ **libraries** and XYZ **algorithms**.
- Leveraged **REST APIs** and **MongoDB** database to manage search/delete requests for over 500 users

Projects

Senior Design Project   *UC-Riverside*   April 2024- Present
Optical Character Recognition System | Github link
- Develop an Optical Character Recognition (OCR) system and integrated search and data manipulation features for flexible user interaction
- Utilize **Python** and **MATLAB** to implement image processing and algorithms, achieving 95% accuracy in character recognition

Real-time Weather Forecast Application | Github link   October 2023- December 2023
- Built a full-stack web application to provide real-time and 5-day weather data for any location or city
- Utilized **JavaScript, HTML, CSS, Node.js** to create front-end app server configuration
- Implemented application programming interface (**API**) calls to gather the weather data and display the selective data within the web app

Chess Game Design | Github link   May 2022- June 2022
- Collaborated with 2 team members to design a 2D array chess game, allowing players to make moves
- Utilized **C++** to implement the game logic including piece movement, capturing and command lines
- Created a user-friendly interface for input and display, visualizing the chess board and pieces in 2D
- Performed code testing and resolved bugs, ensuring the seamless game functionalities

Leadership Experience

Peer Mentor   *Club/organization, UC Riverside*   September 2022-Present
- Guide and support 1st and 2nd-year undergraduate student in subjects of C++ and Python, helping over 20 students succeed in their courses
- Collaborate with 10+ peer mentors to lead monthly workshops and weekly group study sessions, enhancing the technical skills of club members and boosting club engagement

(**Begin** each bullet with an action **verb; Highlight/bold** technical skill sets**; Q**uantify the metrics and accomplishments; Pay attention to past and present tense)