SCOT HIGHLANDER

Riverside, CA 92521 |first.lastname@gmail.com | (555)555-5555 | Linkedin.com/shighlander | Github.com/shighlander

Education

B.S. in Computer Science GPA: 3.0/4.0 University of California-Riverside June 2026

Relevant Coursework: Software Construction, Data Structures, Algorithms, Computer System Architecture,

Artificial Intelligence

Awards: Dean's Honor List (2022, 2023, 2024)

Technical Skills

Programming Languages: Python, C/C++, Java, SQL, R, Assembly, TypeScript, Swift, Kotlin

Database: MySQL, PostgreSQL, MongoDB, Oracle, Microsoft SQL Server **Web Development**: HTML, CSS, JavaScript, jQuery, React.js, Node.js

Tools & Frameworks: Git, Visual Studio Code, Open CV, Jupyter, Kubernetes, Docker Cloud Service: Amazon Web Services (AWS), Google Cloud Platform (GCP), Microsoft Azure

AI & ML Libraries: Pandas, NumPy, Scikit-learn, Flask, Natural Language Toolkit

Intern Experience

Software Engineer Intern

XYZ Company, City, CA

June 2025-September 2025

- 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 2025- 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 2024- December 2024

- 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 2024- June 2024

- 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 2024-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 in the bullets; Pay attention to past and present tense)