# **David McLaren**

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### **TECHNICAL SKILLS**

<b>Languages:</b> C++, C#, C, Python, Objective-C, Java, Javascript,	<b>Operating Systems:</b> Linux, Unix, Windows	<b>Experience:</b> Object Oriented Programming, Agile Software Development, Unity, Client / Server Architecture, Source Control		
Octave, SQL, x86-64 Assembly, HTML & CSS	<b>Skills:</b> Problem Solver, Team Collaborator, Budget Management			
COURSES				
Artificial Intelligence, Databases, Compilers, Algorithms, Data Structures, Operating Systems,	Encryption & Security, Software Engineering, Networking,	Mobile App (iOS) Development, Computer Graphics (OpenGL)		
WORK EXPERIENCE				
<ul> <li>Develop tools to automate workflows</li> <li>Spacial analysis and map design proj</li> <li>Manage multiple projects at once in a</li> <li>Daily Titan - CSUF</li> <li>Webmaster</li> </ul>	ect led to funds of \$50,000 for parking strue a fast paced environment such as IT budget	Database. cture development. and contracts.	2012	Present 2015
• Designed and maintained college new improving site responsiveness. Redest	wspaper website, managing database and w igned entire site's look and layout.	eb server, maximizing uj	otime a	nd
			0	ıst 2014 ig Data
PROJECTS				

• Organized, managed, and lead a group of 3 other peers in creating a restaurant simulator in the Unity Game Engine.

#### Full Stack Web Server **Personal Project**

• Set up a virtual private server from a basic CentOS 7 to a fully functioning Django powered Python Web Server.

#### **EDUCATION**

# California State University, Fullerton

Bachelor of Science, Computer Science

# **EXTRACURRICULAR ACTIVITIES**

#### 2016

#### **Graduated Fall 2015**