Rain Lawson

lawson.rain@gmail.com | (469)919-9627
San Marcos, TX 78666

EDUCATION

Texas State University   May 2022
Bachelor of Science in Computer Science   San Marcos, TX
Minor in Mathematics
GPA: 3.92 / 4.00
Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Software Engineering

RELEVANT EXPERIENCE

Texas State University: Department of Computer Science   Aug 2019 – Dec 2021
Student Worker (Computer Science Office)   San Marcos, TX
- Facilitated day to day functions and coordinated special events including presentations at the office.
- Serviced front desk, answering questions and directing personnel to appropriate resources as needed.
- Assisted professors and staff with administrative tasks as needed.
- Represented the Department of Computer Science for recruiting panels held by the university.

SOFTWARE PROJECTS

TaskFlo   November 2021
Prototype Task Managing Web Application   San Marcos, TX
- Worked on a team of four to create a task management web app for our Software Engineering course.
- Developed using the Spring framework, my team and I made a web application.
- Supported features including task creation and customization, progress tracking, and task searching.
- Developed many of the backend classes and files myself, and I worked on the MySQL server setup.
- Worked on app interface and classes used by the MySQL server within the app.
- Worked on the security for the application, but was unable to finish before the semester was over.

Face Detector   November 2021
Computer Vision Face Detector   San Marcos, TX
- Developed to detect faces in images as the final project for a Computer Vision course.
- Coded in MATLAB, this program trained a machine learning algorithm on a set of faces.
- Could be tested against any image to find and draw boxes around the faces in the image.
- Training stored results so that data could be used to test without rerunning the training.
- Extensively tested the program to find the optimal training parameters.

Game of Life   April 2021
Multithreaded Conway's Game of Life   San Marcos, TX
- Created multithreaded implementation of Conway's Game of Life for Object Oriented Program course.
- Leveraged OOP best-practices with structs and multiple threads to run the mathematics simulation.
- Written in Java, it used a Java Swing GUI to show progression of the game.

TECHNICAL SKILLS

Languages: Experienced in C, C++, and Java. Familiar with C#, MIPS, MPI, CUDA and Javascript.
Web Technologies: Experienced in HTML/CSS. Familiar with Spring, React, and MySQL.
Other Frameworks & Technologies: Experienced in Linux, Git/GitHub, Jira, and BitBucket.

HONORS & DISTINCTIONS

Dean's List (8 of 8 semesters): Awarded to students with above a 3.5 GPA in a given semester.