

Paul Hissen

Computer Science and Engineering Graduate

Highly accomplished computer science and engineering graduate with a strong aptitude for analytical problem-solving. Seeking professional opportunities to apply my exceptional problem-solving skills and meticulous attention to detail in a challenging and dynamic environment. Passionate about leveraging my insightful mindset to contribute to innovative projects and drive meaningful advancements. Committed to refining and expanding my abilities in a dynamic and challenging environment.

Contact

Location

Irvine, CA 92617

Phone

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E-mail

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LinkedIn

linkedin.com/in/paulhissen

GitHub

https://github.com/phiss12

Skills

Java/JavaScript

Python

Verilog/SystemVerilog

VHDL

C/C++

SQLite/MS SQL Server

Languages

English

Spanish

Arabic

Course Work

Embedded Software

Design and Analysis of Algorithms

Introduction to Artificial Intelligence

Machine Learning and Data Mining

Organization of Digital Computers

Discrete Time Signals and Systems

Data Structure Analysis and Implementation

Concepts in Programming Languages

Operating Systems

Compilers and Interpreters

Projects in Artificial Intelligence

Introduction to Data Management

Computer Networks

Experience

June 2022 -

September 2022

Full Stack Developer

PromaSys, El Dorado Hills, CA

- Developed frontend web application using existing C# and JavaScript libraries
- Met with clients to discuss their application needs
- Designed data tier database in Microsoft SQL Server
- Application was able to manage users' groups and return reporting services

July 2021 -

July 2022

Frontend/Backend Developer

JusCheckIt, Sacramento, CA

- Developed frontend web application using React, Next.js, and TypeScript for demonstration purposes
- Utilized user testing feedback conducted by the design team to improve the application
- Created natural language processing methods for parsing legal questions and returned relevant answers from law on the backend
- Responsible for managing GitHub repository

December 2020 -

March 2023

Electronics Lead Engineer

Anteater Formula Racing, Irvine, CA

- Lead a team of 6 design engineers
- Created and managed the team's strategy
- Designed and manufactured multiple standalone embedded systems and non-programmable circuits
- Designed and implemented the cars wiring diagram and harness
- Researched, designed, and implemented a custom drive by wire system
- Created documentation, assigned tasks, and communicated design decisions with other teams

Certifications

June 2022

SQL for Data Science

University of California – Davis

Education

September 2019 -

March 2023

Bachelor of Science, Computer Science and Engineering

University of California – Irvine

- 3.80 Cumulative GPA
- Cum Laude
- Dean's Honor List
- Tau Beta Pi

Projects

April 2022

TODO List

- Implement a simple full stack application for TODO list management
- Implement API endpoints, DB schema, and a User Interface for interaction
- User can store, modify, delete, and optionally mark items in the list with a deadline timestamp