

ANDREW CLIFTON

Personal Data

Place and Date of Birth:	Selma, California 6 February 1979
Address:	7691 E. Springfield Ave., Selma CA 93662
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WORK EXPERIENCE

<i>Current</i> Dec 1998	INFORMATION SYSTEMS TECHNICIAN, CITY OF SELMA Monitored and performed routine maintenance on servers and network infras- tructure; provided technical support (both hardware- and software-related) for staff. When needed, performed custom programming, web design, emergency data recovery, and other technical services.
Jan-May 2015	Teaching Assistant, CSU Fresno;
	CSCI 60: FOUNDATIONS OF COMPUTER SCIENCE
	CONDUCTED LAB INSTRUCTION, DEVELOPED HOMEWORK ASSIGNMENTS, HELD OFFICE HOURS, REVIEWED AND GRADED STUDENT LAB AND HOMEWORK SUBMISSIONS
AUG-DEC 2014	Teaching Assistant, CSU Fresno;
	CSCI 119: INTRODUCTION TO FINITE AUTOMATA
	CSCI 60: FOUNDATIONS OF COMPUTER SCIENCE
	CONDUCTED LAB INSTRUCTION, HELD OFFICE HOURS, REVIEWED AND GRADED STUDENT LAB AND HOMEWORK SUBMISSIONS, SUPERVISED EXAMINATIONS
AUG-DEC 2013	Teaching Assistant, CSU Fresno;
	CSCI 117: STRUCTURES OF PROGRAMMING LANGUAGES
	Conducted lab instruction, held office hours, reviewed in-depth and graded student lab and homework submissions

EDUCATION

May 2015	MASTER OF SCIENCE IN COMPUTER SCIENCE, California State University, Fresno, CA Project: "Proof-Assistant Assisted Pedac Advisor: J. Todd Wilson, PhD	
	GPA: 4.0/4.0	DETAILED LIST OF COURSE GRADES
May 2005	BACHELOR OF APPLIED SCIENCE AND TECHNO Computer Science specialization Thomas Edison State College , Trenton, N THESIS: "AN ANNOTATED BIBLIOGRAPHY OF F SEARCH"	٨J

GPA: 3.9/4.0

SCHOLARSHIPS AND AWARDS

Spring 2015	CSU FRESNO, OUTSTANDING GRADUATE STUDENT, COMPUTER SCIENCE DEPART- MENT; NOMINEE, DEAN'S MEDAL, COLLEGE OF SCIENCE AND MATHEMATICS
Spring 2014	CSU Fresno, Professor Lan Jin Endowed Computer Science Scholarship
Feb. 2012	GRE: Verbal: 170/170 99 th percentile; Quantitative: 168/170 (95 th percentile); Analytical: 5.5/6.0 (98 th percentile)
1998-1999	REEDLEY COLLEGE OUTSTANDING MATHEMATICS STUDENT

KNOWLEDGE AND SKILLS

Proficient Knowledge:	C and Modern C++, Prolog, Common Lisp, and Java- script; digital typesetting in &TeX.
	Excellent written and verbal communication skills.
Intermediate Knowledge:	Programming in Standard ML, Haskell, Scheme, and Python; web development with HTML/CSS/JS. Game pro- gramming in C++ & Java. Formalization in λ -Prolog.

INTERESTS AND ACTIVITIES

- COMPUTER SCIENCE EDUCATION
- OPEN-SOURCE
- PROGRAMMING
- Formal Methods
- Type and Proof Theory
- COMPUTER GRAPHICS

MASTER OF SCIENCE IN COMPUTER SCIENCE

GRADES

Course	GRADE
Advanced Web Application Development	3.0/3.0
User Interaction	3.0/3.0
INTRODUCTION TO COMPUTER SCIENCE RESEARCH	1.0/1.0
PROGRAMMING LANGUAGE PRINCIPLES	3.0/3.0
Design and Analysis of Algorithms	3.0/3.0
Computer Architecture	3.0/3.0
Wireless and Mobile	3.0/3.0
Advanced Software Engineering	3.0/3.0
Machine Learning	3.0/3.0