

# Julian Quevedo

First-Year Stanford  
Computer Science Student



julianq@stanford.edu



(424) 400-9635



julian-q



julianhquevedo

## Languages

**Proficient:** C++, Python, Java

**Experience:** Verilog, JavaScript, C#, Swift

## Tools

TensorFlow, VS Code, Xcode,  
Git, Unix Terminal

## Education

In Progress:

*Bachelor of Science,  
Computer Science*

**Stanford University**

Sep 2020 - June 2024

Relevant Courses:

- Introduction to Data Structures (C++)
  - Problem Solving and Program Design (C++)
  - AP Computer Science (Java)
- El Camino College
- Redondo Union HS

## Experience

### // Google Computer Science Summer Institute

Jul 2020

- Sharpened JavaScript skills through a 4-week project-based curriculum mentored by Google engineers
- Completed 12 p5.js projects in groups of 3
- Collaborated with 3 other students to create "Desktop Friends" - a reminder web-app that uses p5.js, HTML, and CSS to send self-care, productivity, and financial tips to the user
- Presented final project to ~10 Googlers and 60+ audience members

### // Coding Instructor, Summer Java Jam

Jun 2020 - Jul 2020

- Taught a group of 8 students (4th-8th grade) the foundations of Java programming in the Processing environment
- Survey shows 8/8 students developed an increased interest in STEM and in taking AP Computer Science in high school

### // FPGA Design & Verification Intern, Boeing

Jun 2019 - Aug 2019

- Developed a robust 2-way traffic light controller module using Verilog as part of summer FPGA project
- Verified design by testing possible input states using testbench scripts and Cadence NCSIM
- Organized LINC Innovation Challenge team meetings (team of 5 student interns) and led efforts to discuss workplace roadblocks with engineers
- Pitched PIMS (Product Information Management System) migration plan to a board of 4 senior engineers as part of the 2019 LINC Innovation Challenge, an event in which interns exhibit possible improvements to workplace productivity and culture

### // Sergeant & Conductor, Marching Band

Jun 2017 - Nov 2019

- Responsible for organizing daily rehearsals, conducting the show, marching and music instruction for a group of 150 performers

## Projects

### // dot-buddy

Jan 2019 - Present

- A mobile app that simplifies learning marching band field drill by providing performers with all the data they need
- Instantly calculates hundreds of field checkpoints, step sizes, and other metrics that marching band members typically spend hours working out
- 1000+ downloads on the iOS App Store, Congressional App Challenge Winner

### // ml-strike

Jul 2020 - Present

- A machine learning model for predicting the round winner in Counter-Strike, a competitive PC video game
- Used TensorFlow to build a neural network that uses features such as player locations, inventory items, and HP to predict the winning team with ~71% accuracy

## Awards

### // 1st Place - Congressional App Challenge

Nov 2019

- Awarded by Ted Lieu, CA 33rd District Congressman, for the submission of my app, dot-buddy

### // 1st Place - Best Technical Presentation @ Boeing

Aug 2019

- Voted best technical presentation by ~50 Boeing engineers for my presentation on FPGA design at the 2019 intern poster session