

Alexander Barcenas

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Education

B.S., Computer Science, UC San Diego

Graduation Date: June 2018

GPA: 3.74

Skills

Computer Languages: C++ (Proficient), Swift (Proficient), Java, C

Tools: Git, Vim, Xcode, GDB

Experience

Cube Satellite (SEDS, UCSD) - *Software Engineer*

(10/2015 - present)

- Developing software in C++ that will operate a cube satellite for NASA's CubeQuest Challenge.
- Won third place in NASA's Ground Tournament-2 beating other universities and companies.
- Collaborating with other subteams in order to understand needed software functionality.
- Implementing control systems algorithms used for manipulating the cube satellite's orientation.
- Researched and learned from academic papers about software utilized by other cube satellites.
- Designed the cube satellite's software structure and created a UML class diagram for the design.
- Wrote and revised cube satellite software documentation used in submissions sent to NASA.

CSE Tutor

(9/2016 - present)

- Mentoring students on the basics of object oriented design and data structures.
- Assisting students with compilation and runtime errors in C++, C and Java.
- Helping students decompose program specifications and follow style requirements.

iOS App Development

(7/2016 - present)

- Developed and released two iOS apps that serve as informational references for popular games.
- Utilizing table and collection views in order to present information on both iPads and iPhones.
- Updating apps to integrate with any changes made to the technologies used in the apps.
- Working with Google's AdMob service as a method of app monetization.

Verimark - *Project Manager*

(3/2016 - 6/2016)

- Oversaw nine other students during the development of an document e-signing application.
- Upheld project deadlines resulting in the second highest project score out of 20 student teams.
- Managed changes made to the project code base through code reviews and testing.

Relevant Coursework (Planned completion by Summer 2017)

Completed:

- Advanced Data Structures (CSE 100)
- Software Engineering (CSE 110)
- Design and Analysis of Algorithms (CSE 101)
- Computer Organization and Systems Programming (CSE 30)

Ongoing:

- Theory of Computability (CSE 105)
- Human-Computer Interaction Design (CSE 170)

Planned:

- Introduction to Modern Cryptography (CSE 107)
- Networked Services (CSE 124)