

# ALEJANDRO CIUBA

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## Education

University of Pittsburgh, Pittsburgh, PA

Anticipated Graduation Month April 2023

**Bachelor of Science in Computer Science**

GPA 3.96

Minors: **Spanish, Linguistics**

## Skills

### Spanish

- Conversational in Spanish
- Tutored math and computer science in the language

### Programming

- Languages: Java, Python (Jupyter Notebooks, Pandas, NLTK, Pickling, etc.), C# (Unity Game Engine) and C with Makefiles

### Mathematics

- Completed Calculus I, Calculus II and Applied Statistics
- Experience with Linear Algebra through computer graphics

### Other Skills

- Experience with Git and Github in an organization
- Currently uses a Linux environments (Ubuntu) and VMware
- Knowledgeable with LaTeX using Texmaker
- Experience using OpenGL with C libraries

## Experience and Personal Projects

**Teaching Assistant**, Pittsburgh, PA

August 2021 – Present

*Teaching Assistant to Professor John Ramirez at the University of Pittsburgh*

- Instructs recitations with upwards of 20 students on algorithm and data structure concepts
- Manages exercises given by Dr. John Ramirez and walks through solutions
- Assists students one-on-one during office hours

**Linguistics Data Science Research**, Pittsburgh, PA

January 2022 – Present

*Research Assistant for Dr. Alan Juffs and Dr. Na-Rae Han*

- Aides in the clean-up of the unpublished *PELIC Speech Dataset*
- Organizes the data into logical sub-folders and connects data points together
- Uses Python to create and run scripts/programs to better manage the dataset

**Provost Academy Leader**, Pittsburgh, PA

May 2020 – Present

*Councilor in The Provost Academy Program*

- Helps plan and monitor activities virtually and in-person for incoming first-year students
- Advises and helped first-year college students in scheduling and resident-life
- Maintains connections with first-year students throughout the year via wellness checks

**Flatland: The Game**, Pittsburgh, PA

September 2020 – November 2020

*CSC Hacks 2020 Winner + Best Beginner Project*

- Created a 2D arcade-style shooter with retro effects for CSC Hacks 2020
- Used the Unity Game Engine and C# to program the game in 6 weeks
- Made all assets in Aseprite and used LMMS to make the game's music

## Hobbies and Interests

**University of Pittsburgh Computer Science Club**, Member

October 2020 – Present

**University of Pittsburgh Spanish Club**, Vice President & Mesa Coordinator

August 2019 – Present

**Interest in Natural-Language Processing**

August 2021 – Present

**Interest in Computer Graphics and Game-Engine Design**

August 2021 – Present