Alexis Marquez

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EDUCATION

The University of Texas at El Paso GPA: 4.00/4.00　　　　　　　　　El Paso, TX
Bachelor of Arts in Computer Science, Minor in Mathematics　　　　　*Aug. 2023 – May 2025*

El Paso Community College GPA: 3.94/4.00　　　　　　　　　　　　El Paso, TX
Associate's in Computer Science　　　　　　　　　　　　　　　　*Aug. 2021 – May 2023*

PROJECTS

TRACE Cybersecurity Tool | *Python, Javascript, SvelteKit, neo4j, CSS, Git, fastAPI*　　August 2024 – May 2025
- Contributed to the development of TRACE, a penetration testing tool used by the DoD to automate reconnaissance and credential generation using AI-based shallow learning algorithms.
- Assisted in implementing core features such as directory brute-forcing, crawling, SQL injection management, and HTTP request replaying to streamline the analyst workflow.
- Participated in the design of user interfaces using SvelteKit for modules like AI credential generator, HTTP tester, project dashboard, and result visualizations.
- Developed features for project management, service configuration, and machine analysis, enhancing the tool's overall usability and analyst workflow.

Budgeting Full Stack App | *Java, Springboot, React, MongoDB, CSS, HTML, Git*　　April 2024 – Present
- Developed a full-stack web application using Springboot serving a REST API with React as the frontend
- Built and optimized CRUD functionality, creating an intuitive interface for seamless budgeting operations.
- Visualized budgeting data with React Vis, improving user experience by providing clear financial insights.
- Created a sleek and responsive UI with vanilla CSS, ensuring cross-platform compatibility and improved user interaction.

Omok Multiplayer Game | *Java, Swing, TCP/IP Sockets, Git*　　August 2023 – December 2023
- Developed a complete Omok game including single player and multiplayer game modes
- Developed an AI opponent with adaptive strategies to enhance gameplay difficulty, offering a competitive experience for users.
- Built local and wireless multiplayer functionality with Java TCP/IP sockets, enabling seamless cross-network gameplay.
- Designed an engaging GUI using Java's swing library

Places Review Website | *JavaScript, Node, CSS, HTML, Git, MongoDB*　　August 2023 – Present
- Created a scalable full-stack web application with Node.js backend and a responsive vanilla HTML/CSS frontend, providing users with an intuitive review platform.
- Delivered complete CRUD functionality, enabling users to post reviews, upload images, and manage business listings efficiently.
- Implemented a modern UI and integrated MapBox API to enhance the user experience by allowing interactive business location mapping.

EXPERIENCE

Computer Science Peer Tutor　　　　　　　　　　　　　　　　April 2021 – May 2023
El Paso Community College　　　　　　　　　　　　　　　　　　　*EL Paso, TX*
- Guided over 50 students, improving their understanding of Java programming, which resulted in a 15% increase in average assignment scores.
- Developed engaging programming exercises and established an Open Educational Resources (OER) website, enhancing student learning outside the classroom.
- Designed and implemented lesson plans to improve students' Java proficiency and problem-solving skills.

TECHNICAL SKILLS

Languages: Java, Python, C, SQL, JavaScript, HTML/CSS, PHP
Frameworks: React, Svelte Node.js, JUnit, Bootstrap, Express
Developer Tools: Git, VS Code, PyCharm, IntelliJ, Figma
Libraries: Axios, passport, React Vis