MARIA ALEXIS SALES

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Summary

Strong passion in software development. Started as strictly a music performance major, however when I took my first computer science course as an elective, I fell in love with software developing – specifically in front-end and game development. Since then, I immediately put in my application for a dual degree, got accepted, and passionately worked towards my goal of incorporating software development into my career.

Projects

Discord Server Bot | JavaScript, Node.js, MongoDB |
https://github.com/mariaalexissales/Discord-Server-Bot
This Discord bot is a general server bot that assigns roles, allows voting for suggestions, and is in-progress for a ticketing system so that users can submit questions privately.

Discord-Together Bot | JavaScript, Node.js, MongoDB |
https://github.com/mariaalexissales/Discord-Together-Bot
This Discord bot allows access to the Discord-Together functionality. Activities include watching YouTube videos, playing chess, mafia, and many more.

2048 Clone| HTML, CSS, JavaScript |
https://codepen.io/alexissales/pen/bGaGXxP
A clone of the popular game, 2048 that utilizes HTML, CSS, and mostly JavaScript functions to recreate the early 2010 trend.

E-Books Library | HTML, CSS, JavaScript |
https://e-books-project.netlify.app/
An e-commerce website that showcases a library of books that are available for purchase.

Infinite Monkey Theorem | C++ |
https://github.com/mariaalexissales/Infinite-Monkey-Theorem
This program takes a text file and randomly generates new text in a seemingly similar style. Heavily utilizes data structures.

Education and Training

University Of Illinois at Chicago | Chicago, IL | 05/2021
Bachelor of Science: Computer Science & **Bachelor of Arts**: Music Performance

Relevant Coursework:

- **Program Design** - Data abstraction and modular design; recursion; lists and stacks; dynamic memory allocation; file manipulation.
- **Programming Practicum** - Software development tools and practices; debugging and testing; advanced language features; standard libraries; code management.
- **Data Structures and Discrete Mathematics** - Lists, stacks, queues, sets, hash tables, introduction to trees and graphs. Algorithm correctness and complexity, inductive proofs, logic.
- **Machine Organization -** Data representation and computer arithmetic; machine language; addressing; memory hierarchy; subroutines; data structures; processor architecture: hardware components, pipelining
- **Languages and Automata -** Regular sets and finite automata. Context-free languages and push-down automata. Parsing. Computability theory including Turing machines and decidability.
- **Programming Language Design and Implementation -** Programming language paradigms, design, and implementation: syntax and semantics; parsing; runtime systems; control; data types; subroutines and exceptions; data and procedural abstraction; functional programming.