Alejandro Vargas

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Projects

Frequency
- Developed a music-centric social application using React with Expo framework.
- Integrated Spotify and Google Custom Search APIs for retrieving and displaying data dynamically.
- Developed chat rooms for users to create and join with real-time messaging using Firebase database.

Pac-Man Clone
- Developed a game based on Pac-Man using Arduino.
- Implemented synchronous state machine design to manage the game's logic and transitions.

Castle Showdown
- Created a text-based RPG game that utilizes abstract factory and strategy design patterns.
- Conducted testing using the googletest framework and submodule and valgrind for potential memory leaks.

Skills

- **Programming Languages:** C, C++, Python, JavaScript, HTML/CSS
- **Software:** React, Node.js, Google Firebase, Arduino
- **Technologies:** Agile, Scrum, Kanban, Test-Driven Development, Behavior-Driven Development, Continuous Integration, Continuous Deployment

Education

University of California, Riverside   **2020 − 2024**
Bachelor of Science in Computer Science