Chester Guinto

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EDUCATION

California State University East Bay, Hayward, CA
Bachelor of Science: Computer Science   (Mar 2018)

Relevant Coursework:
CS 3240 Data Structures and Algorithms
CS 3340 Object Oriented Programming and Design
CS 3520 Website Development
CS 4310 Software Engineering
CS 4320 Software Testing and Quality Assurance

Projects

Boggle
- Boggle game coded for data structures practice.
- Learned extensive debugging strategies using GDB.
- Coded in C++

Basic Tower Defense Game
- Coded using Unity.
- Uses C# scripts for game object functions.

Github Repository: https://github.com/Chesterrific

Personal Website: https://chesterrific.github.io/Chesterrific/

SKILLS

- Experience working with many programming languages
  - C/C++
  - Javascript
  - HTML/CSS
  - SQL
  - Bootstrap
- Solid problem solving mindset
- Extensive debugging skills (GDB, etc)

EXPERIENCE

Panera Bread, Fremont - *Associate Trainer*   (August 2014 - Sept 2017)
- Developed leadership skills by teaching and leading new hires.
- Learned deeper communication skills through work with other associates.
- Worked through and solved various daily customer service related issues.

Sutter Health, San Francisco - *Desktop IT Tech*   (July 2018 - Sept 2018)
- Responsible for troubleshooting general hardware/software issues.
- Provided first level problem resolution for enterprise/system-wide computer/mobile device. hardware, operating system software, application programs, peripheral equipment, and LAN interfaces.
- Worked with other Desktop Support staff, Network Engineers, and system/program application personnel to resolve technical issues as required.
- Performed installation of approved software on computer/mobile devices, following the standard procedures.