

CHRISTOPHER SOTO

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EDUCATION

Chabot College 2020 — 2023

- A.S Computer Science - GPA: 4.0
- A.S Liberal Arts and Sciences: Science, Math and Technology - GPA: 4.0

California State University Dec 2025

- B.S Computer Science - GPA 4.0

WORK EXPERIENCE

Cal State East Bay - Department of Math and Computer Science Jan 2025 — May 2025

Learning Assistant | Analysis of Algorithms

- Mentored 40+ students in designing, and optimizing algorithmic solutions in Java, Python, and C++, with a focus on time and space complexity trade-offs.
- Developed automated evaluation programs to analyze algorithm performance across large-scale datasets

M-Theory Group Nov 2023 — Sept 2024

IT Help Desk Intern

- Provided technical support to users across multiple industries, addressing software, hardware, and network issues.
- Optimized workflow by prioritizing tasks and efficiently managing workloads using Autodesk tools.
- Conducted onsite troubleshooting on IT infrastructure, restoring user sessions and system functionality.

Chabot College Feb 2022 — Dec 2023

Student Assistant | Computer Science & Math Tutor

- Launched a bilingual STEM tutoring program at a Hispanic Serving Institution (HSI)
 - Tutored students in C++, OOP, Data Structures, advanced math (Calculus I-II), and reinforcing problem-solving skills.
- Collaborated with faculty, staff, and outreach on program planning for high school students, contributing to 50+ student applications for Summer Bridge Program

PROJECTS:

• Evil Hangman Game:

- Built a C++ Hangman game variant that dynamically alters the target word by using hash-based partitioning to select guess patterns that retain the largest candidate word set.
- Optimized guess management system using unordered maps, supporting efficient gameplay over dictionaries with 100,000+ words

• Anagram Word Search Solver:

- Built a Python Anagram solver for boards up to 12×12, implementing depth-first search (DFS) with prefix pruning to eliminate ~70% of unnecessary search paths and efficiently identify all valid dictionary words.

• Card Game:

- Developed a Higher or Lower mobile card game in Java using Android Studio
- Implemented card flip animations with UI event handling for seamless gameplay flow
- Saved player game statistics using Shared Preferences to persist 100% game data

SKILLS

- Code: C#, C++, C, Python, Java, R, HTML, CSS, Javascript, SQL, Kotlin, Assembly Language
- Technologies & Tools: Excel, GitHub, Git, Vscode, Android Studio, JUnit, AWS,