Clint Penafiel

510-605-0599 | c_penafiel@u.pacific.edu | github.com/ClintPenafiel | linkedin.com/in/ClintPenafiel

EDUCATION

University of the Pacific   Stockton, CA
Bachelor of Science in Computer Science   *January 2022 – December 2023*
- Relevant Coursework: Data Structures, Algorithms, Discrete Math, Web Applications, Application Development, Computing Theory, Computer Systems & Networks, Software Engineering, Human-Computer Interface Design, Programming Languages, Operating Systems, System Admin and Security.

EXPERIENCE

Infrastructures Intern   July 2023 – Present
County of San Joaquin   *Stockton, CA*
- Led the setup of a Docker Swarm cluster on a Windows 2022 server, streamlining deployment efficiency.
- Configured a monitoring dashboard using Zabbix, leading to a 25% reduction in issue resolution time.
- Developed and deployed a custom responsive monthly Outlook email to 7000+ employees, contributing to a more productive use of Office 365 applications.
- Created a catalog of training materials for Microsoft 365 applications, serving as a reference for ongoing and future training initiatives.

PROJECTS

Git Gud | *Python, Git*   January 2023 – February 2023
- Developed an educational game with Python TKinter to teach users about GitHub Branching.
- Collaborated with team members using GitHub, Visual Studio Code, and Zenhub.
- Increased user understanding by 25% through an interactive game on GitHub Branching.

Wise Planner | *Python, CSS, Git*   March 2023 – May 2023
- Designed and implemented a feature-rich To-Do list application using PyQt6 for efficient task management.
- Achieved a 15% improvement in task organization efficiency through the implementation of dual sorting functionality.
- Integrated a progress meter, calendar feature, and a "Completed" section for a comprehensive task management experience.

BattleBox | *Unity, Docker, Machine Learning*   September 2023 – December 2023
- Developed a real-time strategy game in Unity with 2D RTS mechanics.
- Implemented machine learning agents to enhance gameplay.
- Hosted the game in Docker for efficient deployment and scalability.
- Collaborated on GitHub for version control and project milestones.
- Features include a grid system, main bases, health, resource nodes, barracks, and various unit types.

TECHNICAL SKILLS

Programming Languages: Python, C/C++, Java

Web Technologies: HTML, CSS, JavaScript, MySQL, Nginx

Development Tools & Environments: Git, VS Code, Eclipse, XAMPP, Zenhub, Docker, Figma, Unity

Libraries & Frameworks: PyQt6, Tkinter

Monitoring: Zabbix

Project Management Methodologies: Scrum, Agile