**Jose M. Peña**

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**Education**

University of Massachusetts Boston

Bachelor of Science in Computer Science May 2019

**Related Coursework**

Database Management Systems Advanced Data Structures and Algorithms

Database Application Development Compilers

**Work Experience**

Web Developer, **Bazhar, Boston, MA** May 2019 - Present

* Refactored the playground, a documentation site for each of the custom react components by myself.
* Solely implemented a PlaygroundPage component that takes in information and populates the playground, the component can take in sample code and display it for educational purposes or run it depending on what the user wants. The user can choose how many examples, tables , paragraphs or code to display in the page with the props.
* The Playground did not have a way to switch between it’s component pages. I was solely responsible for creating a Sidebar component to fix this issue. The sidebar follows the screen as it scrolls allowing the user to be able to easily switch between pages at any time.
* Updated all the React components to use CSS-in-JS, instead of using a separate CSS file for each component

**Skills**

Programming Skills: Java, Javascript, CSS3, HTML5, Python 3, SQL,

MySQL, C#, Lisp (Scheme / Racket)

Environments & Framework: React.js, Node.js

Languages: Spanish (fluent)

**Projects**

RhythmMan, **Unity, C#**

* Working on implementing a movement controller that syncs the movements of 2D enemies to the game's music.
* Implemented character controller script that allows the player to go through platforms, double jump, walk, run, crouch, slide and attack.
* Implemented basic movement patterns for ground enemies, working on flying enemies.

Reflex - VR Exercise Game, **Unity,C#**

* Tested and modified the character controller script to improve the accuracy of the inputs.
* Improved the coin spawning system, making it so that it only spawns coins in reachable areas for the player, removed jumping feature to make the game safer.

J-- Compiler, **Java**

* A compiler for a subset of the Java language(J–) that translates programs written in a non-trivial subset of Java to .class files, which can be executed on the JVM.
* Analyzed the incomplete code and implemented the missing operators and test cases to complete the j-- compiler.