Carlos Orozco

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OBJECTIVE

An internship or research position that will allow me to apply my skills and knowledge to an area of computer science that will further the development of my abilities

EDUCATION

University of Illinois Urbana-Champaign **Expected Graduation: May 2025**
Bachelor in Computer Science and Linguistics *GPA: 3.11/4.00*

EXPERIENCE

CS 124 **Downers Grove , IL**
Course Assistant *August 2022 – Present*

- Spent several hours a week assisting students in the course by further teaching them the fundamentals of programming and computer science
- Substantially deepend my own understanding of concepts by helping others

INVOLVEMENT AND LEADERSHIP

ACM SIGMobile Interest Group | *Member*

- Learned high level mobile app development by attending weekly meetings and completed projects and problems through the open source framework Flutter

Phi Delta Theta | *Head Recruitment Chair*

- Organized recruitment events, and reached out to hundreds of students informing them of the academic, social, and professional opportunities our fraternity offers

Glenbard East Math & Coding Tutor | *Tutor*

- Supported students who struggled with work in Algebra, Geometry, Pre-Calc, and AP Computer Science

PROJECTS

Discord Tic-Tac-Toe Bot | *Javascript*

- Coded a responsive bot in Discord that interacted with users on the server by playing a game of tic-tac-toe
- Created a SQLite database to keep track of the all time score between an individual user and the bot

Mosaic Image Generator | *C++*

- Created a program that took a source picture, divided it up into rectangular sections, and replaced each section with a small thumbnail image whose color closely approximates the color of the section it replaces
- Utilized a 3-D tree (a 3-dimensional k-d tree) to find the closest average color to the average color of pixel sections in the source image

Random Maze Generator | *C++*

- Created a program that generated random mazes, with and without the solution, and returned the solution as a vector of directions from the origins
- Utilized disjoint sets to create the walls and structure of the maze

OpenFlights | *C++*

- Created a graph structure using airport data from the OpenFlights database
- Wrote an algorithm to determine the shortest path between any two airports
- Configured the algorithm to support the finding of a path between airports, while enforcing stops at custom landmarks

SKILLS + COURSEWORK

Languages: Java | Python | C++ | Javascript | Some HTML and CSS | Spanish
Technologies: Git, Githhub | Visual Studio Code
Courses: CS 124: Intro to Computer Science, CS 128: Intro to Computer Science II, CS 173: Discrete Structures, CS 225: Data Structures, MATH 225: Matrix Theory, MATH 221: Calculus I, MATH 231: Calculus II