

Sergio Y. Cosman Agraz

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OBJECTIVE

To acquire an entry-level position as a computer programmer; to enhance my critical thinking skills, gain experience as a problem solver and as a team member, and to be able to work efficiently in a fast-paced work environment.

EDUCATION

Fourth-year Computer Science at McMaster University (2016-2017 term)

TECHNICAL SKILLS

- Programming : Python3.3.3, Java8, C, C++, SML and Haskell
 - Graphics/GUI: OpenGL (GLUT), Zelle Graphics, Swing
 - Assembly: NASM x86, MIPS
 - Web: HTML, Javascript, CSS, PHP, SQL (Relational Algebra Languages)
 - Operating Systems: MS Windows, UNIX, Linux
 - Familiar with version control services including Github and SVN
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PROJECTS

Connect4 in Java

- Teamwork
- Unit testing
- MVC design
- Used IDE and version control (Github)

Paint Program (C++)

- Individual work
 - OpenGL/GLUT
 - Debugging without IDE
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OTHER SKILLS

- Fluent in Spanish, and English
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INTERESTS/HOBBIES

Hardware modding, arts and music, fitness.

Github link: <https://github.com/CosmanAgraz>

References: Upon request