

# Daniel Martinez Avila

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## OBJECTIVE

Recent graduate with a BS in computer science. Looking to aid in the creation of software by applying my knowledge of object oriented design and software engineering principles.

## EDUCATION

### **Bachelors of Science in Computer Science**

California State University, Long Beach – Graduated May 2018 - 3.6 GPA

### **Associates of Science in Computer Software Development**

Antelope Valley College – Graduated June 2015 - 3.7 GPA

## COURSEWORK & PROJECTS

### **Senior Group Project: [Speakup.host](#)**

Designed, developed and launched a web and mobile app using the Agile methodology and SCRUM. Utilized AngularJS, TypeScript, HTML5 and CSS3 to create a chatroom app.

### **Personal Project: [RepCounter](#)**

A responsive web app that tracks workout volume. Implemented using JavaScript DOM manipulation with jQuery, Node.js with Express, and SQLite.

### **Software Engineering Term Project**

Designed and documented software using Waterfall methodology. Gathered requirements, designed the architecture and produced a comprehensive requirements analysis document.

## SKILLS

- Proficient in multiple programming languages including C++, Python and Java
- Experience with responsive web development using JavaScript, HTML and CSS
- Familiar with software engineering methodologies such as Agile, Waterfall and SCRUM
- Project experience with Node.js, Express, jQuery, git and Raspberry Pi
- Familiar with Linux command line interface