Daniel Martinez

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OBJECTIVE

Recent graduate with a BS in computer science. Looking to aid in the design and creation of software by applying my knowledge of coding languages, object oriented design and software engineering principles. Passionate about the problem solving process and motivated to learn new concepts, ideas and technologies.

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

- **Senior Group Project**

  Designed, developed and launched a web and mobile app using the Agile methodology and Scrum. Used Ionic, GitHub and Firebase to create a chat app with blackboard architecture

- **Software Engineering Term Project**

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

- **Distributed Systems Term Project**

  Developed a multi-threaded program in Python that transfers and synchronizes files across a network using peer-to-peer architecture

SKILLS

- Proficient in multiple programming languages including C/C++, Java and Python
- Experience with web and mobile app development using JavaScript, TypeScript, HTML and CSS
- Familiar with software engineering methodologies such as Agile, Waterfall and Scrum
- Experience with MySQL, Node.js and jQuery
- Familiar with Windows and Linux operating systems