

David Aispuro

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EDUCATION

University of California Riverside, CA

B.S. in Computer Science

June 2025

Dean's Honor List

GPA: 3.63/4.00

Relevant Coursework:

- Data Structures and Algorithms, Software Construction, Logic Design, Machine Organization and Assembly Language Programming, Multivariate Calculus, Applied Linear Algebra

WORK EXPERIENCE

ITS Multimedia Operator

Riverside, CA

Student Operator

September 2023-Present

- Supported the IT department in handling technology rollout and maintenance.
- Troubleshooted Internet and wireless and wired network access problems.
- Assisted department setup equipment for meetings, events, and operations.

PROJECTS

Chess Game - Terminal Based

- Developed a fully functional chess game implemented in C++ within the terminal environment.
- Utilized GitHub for collaborative version control, ensuring efficient code management and seamless teamwork.
- Fostered effective communication and collaboration within the team to meet project deadlines and achieve project goals.
- Demonstrated proficiency in utilizing Agile practices, such as sprint planning, daily stand-ups, and regular retrospectives, to enhance project efficiency and adaptability.

Soccer Pong- Game Development with raylib

- Developed a Soccer Pong game using the raylib game development library and C++, showcasing a combination of graphics programming and game logic.
- Implemented features such as player controls, ball physics, and scoring mechanics to create an engaging and enjoyable gaming experience.
- Gained insights into real-time rendering, collision detection, and event handling, contributing to a comprehensive skill set in game development.
- Independently managed the project from conception to completion, showcasing initiative, problem-solving skills, and project management abilities.

TECHNICAL SKILLS

Languages: C++, Python, Javascript, HTML, CSS

Skills/Technologies: Git, Data Structures & Algorithms, Scrum, Bilingual, React, Node JS