Erick Alanis

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EDUCATION

UNIVERSITY OF COLORADO BOULDER, Boulder, CO — Expected 2024

Bachelors of Science in Computer Science

Relevant course work: Data Structures (with knowledge of low level implementation in languages like C/C++), Computer Systems, Software Development, Operating Systems (with understanding of low level systems), Algorithms, Introduction to CyberSecurity.

SKILLS

- Programming Languages: (proficient): Java, C++, C, HTML/CSS, JavaScript (familiar): Python, C#, Assembly x86.
- Relevant Programming Software: CLion, IntelliJ, JProfiler, Ubuntu WSL, Eclipse, VSCode, Unity, Oracle VM VirtualBox, VMWare, Git, Github, GDB Debugger, Windows OS, MacOS, Multiple Linux distributions, knowledge of revision control systems.
- Spoken Languages: English (Native), Spanish (Native), Japanese (familiar).

EXPERIENCE

THE UNIVERSITY OF COLORADO BOULDER, Colorado — 2022 - Present

OIT Technician

- Controlled visual and audio systems with 80+ managed settings and sustained live feed of class.
- Supervised and maintained quality of 6+ equipment in lecture rooms.
- Supplied instructors with less than 1 minute response time with any equipment issues.
- Maintained student engagement in classes with 20 or more students through monitored chat rooms.

THE UNIVERSITY OF COLORADO BOULDER, Colorado — 2021 - 2022

Residential Advisor

- Teamed with 1 other residential advisor during 14 hour shifts.
- Responded to and contained urgent situations with population counts up to 50+ people.
- Fostered Communities and had 80% turn out rates at community events.
- Mentored a community of 25 residents throughout a school year.

PROJECTS

3D CUBE RENDER

A rendering of a 3d cube that can rotate — August 2022

- Implemented linear algebra knowledge to rotate cube 360 degrees around x and y axis.
- Gained understanding of involvement of 2 trigonometric functions specifically sin and cos functions.

MINIGIT

A miniature scale Git clone — April 2021

- Copied and incorporated Git's basic functionality while having led a group effort on a miniature scale.
- Created for a Data Structures class and developed with C++ while employing CLion and CMake.
- Compiled and analyzed with Ubuntu WSL all while being compared with Git.

ALLSHOP MC

A Minecraft plugin — September 2020

- Utilized in large Spigot based servers from versions 1.14 through 1.16 by implementing an in-game market and auctioning system for players.
- Designed with Java and utilized the IntelliJ IDE, the Spigot API and the Vault API.
- Allowed management of 8 controlled features through a YML setting file, including server performance impact.