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Summary

Passionate and eager Computer Science student ready to embark on a career in software and web development. Familiar with Java, SQL, Python, HTML, CSS, and JavaScript, seeking entry-level opportunities to apply and expand my skills.

Skills

- **Programming Languages:** Java (Intermediate), JavaScript (Basic), SQL (Basic), HTML/CSS (Intermediate)
- **Software & Tools:** Microsoft Office
- **Languages:** English, Spanish

Education

Bachelor of Science in Computer Science

Saint Xavier University • Chicago, IL

GPA: 3.5 | **Expected Graduation:** May 2025

Relevant Coursework:

- Principles of Programming I & II (Java)
- Data Structures & Algorithms (Java)
- Unix/Linux Fundamentals
- Relational Database Theory & Design (SQL)
- Web Applications I (HTML, CSS, JavaScript)

Relevant Experience

Bank Account Management System Project - December 2023 – January 2024

Shortly after completing my Data Structures course, I worked individually on a Bank Account Management System. The goal was to create a console-based program that simulated real-world banking functionalities using object-oriented programming principles and data structures.

The objective was to design and implement a system that allowed users to:

- Create accounts.
- Perform deposit, withdrawal, and fund transfer operations.
- Track transaction history and display account details.

What was done to create the system:

- Implemented the project using Java and broke it down into multiple classes (e.g., BankAccount, BankOperations, and Main) to ensure a modular structure.
- Applied OOP principles like encapsulation, inheritance, abstraction to manage account data efficiently.
- Used HashMap data structure to store and manage multiple accounts dynamically.
- Designed a menu-driven navigation for seamless operations.

Result of the project:

- Successfully developed a basic Bank Account Management System.
- Demonstrated an understanding of OOP and problem-solving skills.
- Re-enforced data structure concepts.

Game Store Database Project – September 2023 – November 2023

Throughout my SQL course, I created a database that simulated that of an Online Game Store (i.e., Steam). This was an individual project focused on designing and implementing a relational database using SQL.

The objective was to design a database that could:

- Store and manage information about games, specifically their price, system requirements, description, and price.

What was done to create the database:

- Designed an ERD (Entity-Relationship Diagram) to identify tables, relationships, and constraints.
- Implemented the database using SQL with tables for Games, Publishers, Developers, Platforms, and System Requirements.
- Applied normalization (up to 3rd Normal Form) to eliminate redundancy and improve efficiency.
- Wrote SQL queries to:
  - Retrieve the most expensive game in the database.
  - The publisher of a game.
  - The latest release within the database.
  - The genre of a game.
  - The recommended system requirements of a game.

Result of the project:

- Successfully developed a functional Online Game Store Database.
- Demonstrated and understanding in database design, SQL programming, and queries.
- Achieved an A for the project.