Edgar **Villasenor**

Software Engineering · Web Development

675 NE Stadium Way, Pullman, WA, 99163

(907)351-3124 | edgar.villasenor@wsu.edu | EdgarVi.github.io | EdgarVi

Education

Washington State University   *Pullman, WA*

B.S. in Computer Science, GPA: 3.5/4.0, Junior Class Standing   *Aug. 2016 - PRESENT*

- Current Coursework: Systems Programming (C), Object-Oriented Software Principles (C#), Algorithm Design
- Past Coursework: Software Engineering Principles, Program Design and Development (C), Data Structures (C++), Computer Architecture, Formal Languages and Automata

Projects

Kickr   *Pullman, WA*

Web Application

- Intramural sports team manager application. Allows users to join teams, view stats leaders and schedule matches between teams.
- Frontend built with React.js (Redux). Flask and SQLAlchemy were used on the backend. Scrum Agile methodologies were used to keep work organized and ensure deliverables were completed on time.

.NET Spreadsheet   *Pullman, WA*

Windows Form Program

- Implementation of a spreadsheet application and engine. Users may enter values, arithmetic expressions and sorting requests into the form. Cells are updated accordingly.
- User interface and program engine built with the .NET library.

Coin Watch   *Pullman, WA*

Web Application

- Crytpocurrency price screener. Data is collected from Coinranking's API and displayed in a visually pleasing manner.
- Frontend built with React.js.

Experience

Undergraduate Teaching Assistant   *Pullman, WA*

WSU School of Engineering and Architecture   *Aug. 2018 - PRESENT*

- Facilitated a weekly three-hour lab consisting of programming exercises and reviewed course material.
- Graded assignments and held office hours for students weekly.

Intramural Sports Official   *Pullman, WA*

WSU University Recreation   *Aug. 2018 - Dec. 2018*

- Officiated up to 10 soccer matches per week. Provided a high quality of customer service as the face of university recreation.
- Provided a safe and inclusive environment by ensuring players were properly equipped, were aware of the league's rules and complied with the league's rules.

Skills

Languages, C++, C, C#, JavaScript, Python, Java

Libraries & Frameworks, React.js, Node.js, .NET, NUnit

Tools, Git, ESLint, Node Package Manager, StyleCop

Honors & Awards

Undergraduate

2016 - 17 **Dean's List**, Achieved a cumulative GPA greater than 3.5 during the academic school year   *Pullman, WA*

2017 - 18 **Joseph and Lucile Rosenoff Endowed Scholarship**, Awarded for academic excellence   *Pullman, WA*