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SUMMARY

Recent B.S. graduate with with a specialization in computer systems. Detail-oriented, with experience working with embedded systems, artificial intelligence, machine learning, and automation technologies. Seeking to leverage first-hand experience with game programming and front end development to become a more established computer engineer.

OBJECTIVE STATEMENT

To obtain a challenging position in a high quality engineering environment where my resourceful experience and academic skills ill add value to organizational operations.

COURSE EXPERIENCE

❖ Created 100+ programs across a variety of languages congruent with modern programming principals

❖ Created fully functional video game using Unity game engine in C# spanning a 3 month period

❖ Created 25+ detailed reports and documentation on functionality, structure, and use of programming projects for both technical and non-technical audiences

❖ Obtained intermediate understanding of data structures and algorithms to be applied to multiple programming languages

❖ Obtained advanced knowledge of C++ programming techniques and Object oriented Design

❖ Obtained basic understanding of embedded/real-time systems design and implementation

❖ Obtained basic understanding of agile methodologies such as scrum and kanban as well as modern software design patterns (Composite, Decorator, Strategy, etc.)

EDUCATION

UNIVERSITY OF CALIFORNIA RIVERSIDE

COMPUTER ENGINEERING
RIVERSIDE, CA
Sept 2016—Aug 2021 (BS)

RELEVANT COURSEWORK
- GAME DEVELOPMENT SR DESIGN
- CS130 COMPUTER GRAPHICS
- CS170 ARTIFICIAL INTELLIGENCE

TECHNICAL SKILLS

- C++
- C
- PYTHON
- GNU DEBUGGING
- MICROSOFT SUITE
- GOOGLE SHEETS
- LINUX
- SLACK
- GITHUB
- SQL

EXPERTISE

PROBLEM-SOLVING

COMPUTER SCIENCE

PRESSURE MANAGEMENT

TEAMWORK

CREATIVITY

STRUCTURAL ANALYSIS

COMMUNICATION

ATTENTION TO DETAIL

COMMUNICATION