epesqueda-mosqueda@csumb.edu | 928.287.8332

EDUCATION

California State University Monterey Bay | Bachelors of Science in Computer Science CSin-3 Program |

May 2020

program between Hartnell College and CSU, Monterey Bay.

Member of the award-winning CSin3 program; A 3-year accelerated Computer Science Bachelor's degree

Relevant Coursework | 2017 - 2020

• Data Structures & Algorithms, Object-Oriented Programming, Internet Programming, Software Design, Computer Architecture & ASM Lang, Discrete Structures, Operating Systems.

WORK EXPERIENCE

Visa Inc. | Software Engineering Intern | C++ | z/TPF

Summer 2019

- Developed and deployed a comprehensive solution to enforce government-imposed mandates and conducted extensive functional regression testing while using an IBM z/TPF mainframe operating system.
- Enhanced several developer tools used across several teams in order to expedite processes needed by the VIP Online Support Team.
- Formulated design documents, unit tests, and deprecated other outdated features to enhance code quality, and reduce test, and production incidents.

PROGRAMMING PROJECTS

Spatial Temporal Oceanographic Query System | JavaScript | HTML | Open Source

Spring 2020

• Implemented and shipped a new data visualization tool that renders thermal signatures in the form of spheres over a 3D model of Monterey Bay to allow the data collected by their autonomous underwater vehicles to be represented more accurately for oceanographers.

Fort-ify | JavaScript | HTML | CSS | PHP | Ajax | MySQL | Group

Spring 2019

- Created a Fortnite inspired profile tracker in a group of 4 where you can follow players, compare statistics
 in real time and view the latest gear on Fortnite's marketplace.
- Authenticated users throughout the web application by using a Google sign-in API, and implemented the feature that allows users to follow other players to compare stats while utilizing MySQL.

Automotive Assembly Language | C++ | Group

Fall 2018

- Collaborated in a group of 4 to program an assembler and simulator to create an assembly line language.
- Programmed 4 functions that read in 8 bit binary characters that determined an operation and register position, at which a value would be stored in.

SKILLS

Skills: C++, Java, TypeScript, Swift, Python, HTML

Tools: Xcode, Android Studios, Visual Studio, Github, Heroku, OSX, Linux, Windows, z/TPF

EXTRACURRICULARS

HerScript | Secretary | Workshop Instructor

Spring 2018

 Organized workshops, and introduced women of the Salinas Valley computer science concepts to ultimately encourage them to pursue careers in computer science.

Google Computer Science Summer Institute | Software Engineering Student

Summer 2017

- Enriched fundamental software engineering skills during an intensive 3 week program by designing and constructing a web application using HTML, CSS, JavaScript, Python, Bootstrap, and Google App-Engine.
 - SPORSY | HTML/CSS | JavaScript | Google App Engine | Group
 - Web Application designed to allow users to find and sign up for pick-up games in their area.
 - Implemented Google Maps API to determine user location and pinpoint potential pick-up games