

Dario Castellanos Anaya

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SKILLS

Programming Experience: JavaScript, PHP, AJAX, JSON, HTML, CSS, Java, C, C++, C#, ASP.NET, Python, Android development, MySQL, Microsoft SQL Server

Languages: Spanish, Japanese

TECHNICAL PROJECTS

High fidelity Customer Relationship Management system prototype

- Developed a high fidelity prototype for a CRM and POS application starting from requirement analysis and design sketch for a client using web technologies such as HTML, JavaScript, PHP, Bootstrap and MySQL, then later ported it to ASP.NET, C#, and MSSQL when the need arose.
- Practiced agile development methods in constant communication with the client to rapidly iterate according to their needs.
- Improved productivity by optimizing their server-side query handling, increasing responsiveness ten fold compared to their current process.
- Provided around-the clock technical support and code review, fixing problems as they arose and rewrote new code as well as old code that no longer worked.

LoL Jukebox – Web application <http://loljukebox.me/>

- Single page web application that uses AJAX and the Riot Games API to detect when a user enters a match in the video game “League of Legends,” and plays a selection of songs from Youtube that matches the character that the player is currently using.
- Users can add new songs that they feel matches a certain character, and eventually be able to vote on whether songs should be removed.

ScribbleMap – Android Application <http://1drv.ms/1IbmIHU> (Android Studio Project Folder)

- Worked with a partner to create an android application that uses the Google Maps API to allow users to draw and write freely on a map
- Implemented a multicast enabled peer-to-peer system that allow users to form group sessions and draw together

eatHarmony – work in progress Android Application <http://bit.ly/1KcIEt7> (as FamiliarStranger)

- Worked with a group of four other programmers to create an application to practice Android user interface design methods and principles
- Will pull information from nearby restaurants using the Yelp API to recommend possible options
- Saves the restaurants and foods that the user has chosen and gives multiple options to visualize the data

KOS for R3000

- Constructed an operating system for a simulated DEC MIPS R3000 CPU
- Wrote most parts of the operating system, including system calls, memory management, exception and interrupt handling, process threads, and pipes

Group software engineering project

- Worked with a group of four other programmers to design and implement a simple side-scrolling shooting game in C++
- Practiced agile development methods and regularly iterated over and pushed out new versions
- Was in charge of designing, implementing, testing, and refining enemy placement patterns, enemy wave movement patterns, and enemy bullet patterns

Legacy code project - <http://bit.ly/1pfkvTO> (as FamiliarStranger)

- Participated in improving legacy C++ code of a pacman-like game along with a partner
- Refactored the entire code to make it object-oriented
- Implemented competitive and co-operative multiplayer modes

Naïve Bayes Classifier

- Developed a Naïve Bayes classifier in C++ that takes SMS messages and filters out spam

Cycle-by-cycle CPU simulator

- Wrote a fully-functioning cycle-by-cycle CPU simulator in C implementing a subset of MIPS instructions

Cache simulator

- Simulated direct-mapped, 2-way pseudo-associative, and 8-way associative caches in C
- Reported statistics on each type of cache to compare their performance

EDUCATION

University of California, Santa Barbara

Bachelor of Science in Computer Science

June 2015

RELEVANT COURSEWORK

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| • Android Development | • Human Computer Interaction |
| • Artificial Intelligence | • Computer Security and Privacy |
| • Computer Communication Networks | |