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FERNANDO J. CAUDILLO

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EDUCATION

California State University, Monterey Bay   **Seaside, CA**   **May 2020**

> *CSin3*: Member of an award-winning accelerated Computer Science program. Recipient of the full-ride *Matsui Scholarship.* B.S. in Computer Science Engineering. **Major GPA: 4.0.**
>
> *Relevant Coursework:* Intro to Computer Science, Object Oriented Programming, Discrete Structures, Computer Architecture, Data Structures and Algorithms, Mathematics for Computing

PROJECTS

Google's Computer Science Summer Institute Extension: *https://cssix-project.appspot.com/*   **August 2017**
- Built and deployed website called Coodle for students to upload and search for computer science resources
- Implemented using Google App Engine and Google Database on a team of 2

Startup Monterey Bay Hackathon: *https://github.com/FernandoCaudillo10/SweetTooth*   **November 2017**
- Created a Bluetooth mesh Android application to facilitate human resource during a natural disaster
- Designed and built backend of application using Bridgefy API and Android Studio on a team of 2

Augmented Reality Chess: *https://github.com/FernandoCaudillo10/augmentedReality*   **May 2018**
- Developed an augmented reality representation of a chess board using openGL, GLFW, glad, stb_image and openCV2 and served as a team lead of 2

LEADERSHIP EXPERIENCE

Teacher's Assistant at Google's Computer Science Summer Institute Extension**:**   **July 2018 – August 2018**
- Served as a teacher assistant during an all-day three-week summer bootcamp for 30+ students
- Supported students to learn Python, JavaScript, and HTML/CSS during lab and after hours to ultimately create a community amongst the cohort and a final web application to deploy

Student Instructor for Intro to Computer Science: **August 2018 - Present**
- Tutor first year computer science students with course concepts during drop-in tutoring hours
- Supplement instruction with more advanced topics and technologies for students who seek a challenge

Programming Team Secretary: **CSUMB**   **December 2017 - Present**
- Founding member of the campus competitive programming team that meets 4 times a week to solve real-world problems using data structures and algorithms
- Recruited 7 active members and 4 casual members for a 25% increase in attendance; manage competitions and events, and strategize club's future

ADDITIONAL EXPERIENCE

Kattis Online Judging System: *open.kattis.com/users/javiercaudillo10#*   *October 2017 - Present*
- Solved 130+ problems with unknown edge cases
- Ranked 24th place out of 505 in California and 1267th place out of 13852 worldwide

ACM ICPC Pacific Northwest Regional Competition: **UC Berkeley**   **November 2017**
- Ranked 29th place out of 94 teams with a team of 3 (Division 2)

Facebook Programming Competition: **CSUMB**   **December 2017**
- Earned 5th place out of 30+ students during school wide competition

SKILLS	*Intermediate*	*Learning*
Languages:	***C++**, Python*	*C, Java, Javascript*
Operating Systems:	*Ubuntu 16.04, Windows, OSX*	
Web:	*Jinja, Django*	*Node.js, React, GraphQL, Google App Engine*
Data:	*Anaconda*	*Jupyter*
Graphics:	*PyQt5*	*OpenCV, SDL, openGL/GLFW*
Mobile:		*Android Studio*