Giovanny Cerna



EDUCATION

Bachelor of Science in Computer Science California State University, Monterey Bay Expected: 2020

RELEVANT UNDERGRADUATE COURSES

Object Oriented Programming, Data Structures & Algorithms, Multimedia programming, Physics of Computing.

TECHNICAL SKILLS

Programming Languages: C++ (Proficient), Python (Beginner), Java(Beginner)

Tools: Unity, Git, Github, SFML, Google App Engine, HTML/CSS

Interests: Game Development, Machine Learning, Web Development, Full Stack Development

GITHUB PROJECTS

Giocerna5/ConsolePong » https://github.com/Giocerna5/ConsolePong

- Led my group in the creation and design of a pong game.
- To ensure deadlines were met, I organized the workload evenly between the team members and helped others with their tasks.
- The paddles and background code were written by me using the SFML API.
- Technologies used: C++, SFML API.

Giocerna5/t29-filters » https://github.com/Giocerna5/t29-filters

- Was in charge of organizing and managing the team.
- Responsible for the features that included photo filters and the ability to upload and save the edited photo.
- Technologies used: Python, Pyqt5.

OTHER PROJECTS

- Developed and created a C++ text based version of Hangman.
- Currently working on a C++ graphical version of Hangman using the SFML API.

INVOLVEMENT

Participated in Google's Computer Science Summer Institute Extension
Member of the CSin3 cohort-based 3-year CS Bachelor's degree program
Member of CSUMB's programming team
ACM ICPC Pacific Northwest Regional Competition at UC Berkeley
July 2017 - August 2017 - Present
January 2018 - Present
November 2018

ACHIEVEMENTS

- Hartnell College Scholarship recipient 2016
- Hartnell College Dean's List 2016-2017
- Hartnell College President's Honor Roll 2017-2019
- CSin3 Matsui Scholarship recipient 2017 Present

ADDITIONAL INFORMATION

- Languages: English (fluent), Spanish (basic)
- Interests: Bearded Dragons, Coding, Video Games, Sports