Bryan Guevara

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EDUCATION

Riverside, CA University of California FALL 2020 – SUMMER 2022

B.S in Computer Science, September 2022. GPA: 3.66

Undergraduate Coursework: Data Structures and Algorithms; Programming Languages; Al; Databases; Information Retrieval; Operating Systems; Compilers; Comp. Architecture; Theory of Automata.

Skills

Programming Languages and Frameworks: C/C++; Python; Java; React JS; JavaScript; HTML/CSS; PostgreSQL

TECHNICAL EXPERIENCE

Projects

Full-Stack Search Engine – School (2022): Me and my team created a web application where users can obtain news collected from several popular MMA news sites. The application ranks the pages and displays them to the user in order of relevancy. – JavaScript, React, Java, Python, HTML, CSS

- Created a multithreaded web crawler using BeautifulSoup4, requests, and ThreadpoolExecutors in Python, which achieved a crawling speed of over 1000 pages per minute, making an improvement of around 25% in speed from the previous implementation
- Achieved the successful creation of the frontend for the web page using React JS, CSS and HTML to meet modern standards of usability and robustness.
- Worked in tandem with Java developers to create a successful and stable connection of the backend to the frontend of the application.

Restaurant Database – Personal (2022): A powerful implementation of database management system for a restaurant with support for user login, manager and employee functions, and menu editing capabilities. Java PostgreSQL

- Contributed to the final design of the Entity Relation model for the database, meeting the requirements for security and flexibility.
- Utilized Java Database Connectivity to translate the Entity-relation design into a fully functional database system.
- Developed several management functions to update the database.

Weather Application – Personal (2022): Successfully created a web-application that displays the current weather information, a daily forecast of the upcoming 7 days, and an hourly forecast of temperature and rain precipitation of the next 48 hours. JavaScript, HTML, CSS

- Created a design that meets the modern standards of usability and performance.
- Implemented the design using HTML, CSS, and JavaScript to create a responsive web application.
- Achieved a solid communication between the API and the application using asynchronous functions in JavaScript.
- Experimented with the creation of interactable charts using the Charts.js library

Compiler – School (2022): A compiler for a made-up programming language with syntax, and semantic error detection. Yacc, Bison, C++, C

- Implemented the syntax errors for the language
- Implemented the grammar for the programming language