Ismael Lazaro Guzman

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OBJECTIVE

Seeking an internship or research opportunity in a dynamic company to further develop my coding skills, collaborate with seasoned professionals, and gain real-world experience.

EDUCATION

University of Maryland   **College Park, MD**
Bachelor of Science in Computer Science   *Expected Graduation May 2025*

- **Cumulative GPA**: 3.0
- **Relative Coursework**: Object Oriented Programing I, Object Oriented Programing II, Introduction to Computer Science, Discrete Structures, Organization of Programing Languages, Algorithms

ACADEMIC PROJECTS

Blackjack (April 2022)

- Developed a user-friendly, functional, Blackjack program in Java through implementation of game mechanics and rules, including game logic, deck shuffling, player move (hit, stand, and split).
- Implemented random card generation and game loop to facilitate transitionless gameplay for a greater quality of gameplay.
- Implemented using the fundamentals of object-oriented programming to ensure code reusability and maintainability.

Graphs (September 2023)

- Implemented a Java class called "Graph" to demonstrate understanding of graph theory and data structures
- Demonstrated knowledge of graph traversal algorithms by implementing breadth-first search (BFS), depth-first search (DFS), and Dijkstra's algorithm with user-defined callback functions.

Mad Raisin CPU (March 2023)

- Designed and implemented a C program for a MAD Raisin machine to simulate various functionalities, including validating MAD Raisin instructions and disassembling machine language programs.
- Created functions to adhere to the strict formatting guidelines so functions could convert machines language to assembly language.

LANGUAGES AND TECHNOLOGIES

- Java (Proficient), C (Proficient), Python (Intermediate), HTML (Familiar),
- Terminal, Eclipse, Visual Code