Joshua **Beto**

Computer Science Graduate

619-452-6739 | ✉ j65beto@gmail.com | 🏠 joshuabeto.dev | JBeto

Education

University of California, Riverside   *Riverside, CA*

B.S. in Computer Science | GPA: 3.91   *March 2019*

- CS153: Operating Systems
- CS166: Databases
- CS165: Computer Security
- CS135: Virtual Reality
- CS171: Machine Learning
- CS172: Information Retrieval

Employment

UCR   *Riverside, CA*

Supplemental Instruction Leader   *September 2018 - March 2019*

- Led a peer study group through an introductory C++ course to boost academic performance
- Created lesson plans and problem sets each week to organize study sessions
- Guided students to avoid common pitfalls and gain a better understanding of the course material

Western Digital   *Irvine, CA*

RAMP Software Intern   *June 2018 - September 2018*

- Migrated firmware automation test client using Python to reduce future work needed to add new test environments
- Created plugins that allowed test environments to interface with the automation test client
- Collaborated with a partner using the Gitflow workflow to complete user stories in a Scrum environment

MindTAPP - Leadership Lab   *Riverside, CA*

Research Assistant - Software Developer   *May 2017 - Dec. 2017*

- Led a small team to create games for leadership training using Unity3D C#
- Made games easier and faster to develop by restructuring code base using Zenject, a DI framework
- Communicated project status and problems weekly with management to set checkpoints, deadlines, and next steps

Projects

2019	**Twitter Geolocations,** Search engine indexer for Twitter Tweets that can answer search queries based off of geolocation data and display the results on a map - Python	*Riverside, CA*
2018	**Compilers,** Compiler for the Mini-L language, which features variables, expressions, functions, loops, and branches - C++, Flex, Bison	*Riverside, CA*
2018	**Nothing is Sacred,** Game in which you play as a black market smuggler buying and selling products in a Communist regime - Unity3D, C#	*Riverside, CA*
2018	**Ray Tracer,** Ray tracer that can render scenes of basic geometrical objects using z-buffering, reflection, and refraction - C++, OpenGL	*Riverside, CA*

Extracurricular & Awards

2019	**ACM@UCR Member of the Month,** Recognized for my constant contributions to help fellow Association of Computing members at my local school chapter in coursework, projects, and professional development	*Riverside, CA*
2016-2019	**Dean's Academic Distinction Award,** Recognized for my stellar academic performance in maintaining a 3.90+ GPA at the end of each year	*Riverside, CA*
2018	**15th @ SoCal Regional ICPC (International Collegiate Programming Contest),** Placed 15th, the best in my school's history, among 90+ competing teams at Socal Regional ICPC	*Riverside, CA*

Technical Skills

Languages	C++ (Proficient), Python(Proficient), C# (Proficient), C (Familiar), Bash (Familiar)
Front-end	HTML5, Sass, Bulma
Tools | Frameworks	Git, Linux, Unity3D, Kivy