Jeremiah Brenio

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PROFILE STATEMENT

Recent computer science graduate committed to continuous learning and flexibility to new challenges, and contributing positively to team dynamics. Collaborative team player dedicated to fostering teamwork and supporting the growth of others.

Education

University of Washington Tacoma June 2025
Bachelor of Science in Computer Science and Systems Tacoma, WA
GPA: 3.88

Relevant Coursework

Design & Analysis of Algorithms; Data Structures; Machine Organization; Computer Architecture; Database Systems; Client/Server Programming; Compiler Construction; Operating Systems; Computer Security; Human-Computer Interaction

Projects

Library Website - (Group Project) September 2024 - December 2024
An interactive web application for a mock Library where users github.com/NeonAfro/TCSS460_FrontEnd
can browse, search, and manage books using a RESTful API.

- Collaborated with a team of four to ensure modern design and cohesion across the project.
- Developed the main page of the website, focusing on UI details and user experience.
- Tools used: PostgreSQL, TypeScript, Express.js, Node.js, React, Axios, Docker, Postman.

Lotus Query - (Group Project) June 2024 - August 2024
An interactive web application for Magic: The Gathering github.com/cnlwebber/Lotus-Query
featuring an advanced card search tool.

- Collaborated as part of a team of three to develop a web application using a relational database and REST API.
- Programmed the routing logic to ensure smooth navigation between the web application's features and web pages.
- Tools used: MySQL, JavaScript, Express.js, Node.js, React, Axios.

Path Finding Algorithm Visualizer - (Solo Project) June 2024 - August 2024
An interactive web application that visualizes various github.com/JSBrenio/Path-Finding-Visualizer
path-finding algorithms.

- Developed a 2D grid movement system for visualizing algoriothms such as A*, Dijkstra, and Breadth-First Search.
- Implemented real-time path-finding animations and statistics to demonstrate algorithm efficiency and behavior.
- Tools used: HTML, CSS, JavaScript.

Experience

University of Washington Tacoma September 2024 – June 2025
SET Student Mentor Tacoma, WA

- Assisted students with core courses or programming problems, fostering critical thinking and problem-solving skills.
- Managed multiple students simultaneously, provided one-on-one sessions, ensuring each received the support they needed.

University of Washington Tacoma September 2024 – December 2024
Teaching Assistant Tacoma, WA

- Monitored student progress during lab activities, addressing questions and resolving challenges in real-time.
- Coordinated with the instructor and student feedback to improve the overall lab experience for students.

ICPC International Collegiate Programming Competition November 2024
Regionals WA Division 2 Bronze Medalist - Team Cache Money

- Collaborated on algorithmic challenges involving greedy algorithms, dynamic programming, and logic problems as part of a three-member team. Utilized Python, communication, and strategy to solve problems under time constraints.

Tools & Technologies

Programming Languages: Java, Python, C, JavaScript/TypeScript, R, SQL
Web & Backend: HTML, CSS, Express.js, Node.js, React, Axios
Software & Tools: Git, GitHub, Docker, Postman, VSCode, Ubuntu Linux, Windows 10/11