# Jeremiah Brenio

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## PROFILE STATEMENT

Undergraduate senior committed to continuous learning and flexibility, adapting 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** <span style="float:right">June 2025</span>
*Bachelor of Science in Computer Science and Systems* <span style="float:right">Tacoma, WA</span>
**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) <span style="float:right">September 2024 - December 2024</span>
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) <span style="float:right">June 2024 - August 2024</span>
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) <span style="float:right">June 2024 - August 2024</span>
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** <span style="float:right">September 2024 – June 2025</span>
*SET Student Mentor* <span style="float:right">Tacoma, WA</span>

- Assist students with core courses or programming problems, fostering critical thinking and problem-solving skills.
- Manage multiple students simultaneously or provide one-on-one sessions, ensuring each receives the support they need.

**University of Washington Tacoma** <span style="float:right">September 2024 – December 2024</span>
*Teaching Assistant* <span style="float:right">Tacoma, WA</span>

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

**ICPC International Collegiate Programming Competition** <span style="float:right">November 2024</span>
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, Kali, Metasploit, Windows 10/11