

# JEREMY TARABA

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## EDUCATION

University of California, Riverside – Riverside, CA  
Bachelor of Science: Computer Science (Honors)

Graduated: 2021  
GPA: 3.58

**Relevant Skills:** (Proficient): C++, Java, Python, Flutter  
**Tools:** Git, Firebase, Markdown, Unity 3D

(Familiar): HTML, CSS, JavaScript, C#

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## EXPERIENCE

**Programming Instructor** / Coding Minds – Irvine, CA 09/2021 - Present

- Instructed groups of students, ranging from elementary to high school and even college, in various computer programming subjects like Java, Python, Unity, Thunkable and Flutter.
- Revamped outdated curriculums and designed new curriculums, incorporating over 30 new lesson plans.
- Led software projects encompassing the development of research papers to be submitted for college applications and contests.

**Summer School Programming Teacher** / Irvine Public School Foundation – Irvine, CA 06/2022 & 06/2023

- Instructed numerous Python and Unity summer classes, each with a student count exceeding 20.
  - Developed personal curriculums for short term learning tailored toward middle schoolers complete with quizzes, assignments, and presentations.
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## PROJECTS

2022 – 2023

### AI Drink Tracking App

- Developed a drink tracking mobile app to help users monitor how much they are consuming, alcoholic or not.
- Integrated image recognition AI to determine the type of drink for easy logging and data analytics for personalized insight.
- Utilized TensorFlow for machine learning trained on my own models with Google's Teachable Machine on 1000+ photos.

### Anonymous Group Chat

- Used Flutter to develop a cross-platform messaging application enabling real-time communication for users.
- Implemented Firebase for user authentication, cloud database storage, and anonymous generation of names.
- Optimized the user interface and user experience to enhance accessibility on any size device while maintaining a high level of engagement with animations and notifications.

### Cryptocurrency Predictor

- Collaborated with a team of three to storyboard and develop a program aimed at predicting the 24-hour price change of cryptocurrencies.
- Utilized APIs to collect data on 200 coins and 20,000 tweets stored in our real-time database.
- Used a regression algorithm to train a machine learning model specialized in making predictions over a 24-hour period.

### Bank Simulation

- Designed, developed, and tested a Java application simulating online banking using JavaFX and Scene Builder.
- Implemented captcha protection and password encryption on accounts by using SHA-256 cryptographic hash algorithm.
- Implemented features such as account creation and management, transaction processing, and user authentication to replicate real-world banking operations within the simulation.