JEREMY TARABA

jeremytaraba@gmail.com | (714) 987-8282 | Yorba Linda, CA 92886

EDUCATION

University of California, Riverside – Riverside, CA
Bachelor of Science: Computer Science

Graduated: 2021
GPA: 3.58

SKILLS

- MS Office: Excel, Word, PowerPoint, Visio
- Artificial Intelligence
- C, C++, Java, Python
- Unity 3D
- HTML, CSS

EXPERIENCE

Teacher / Irvine Public School Foundation – Irvine, CA   06/2022 - 07/2022
- Taught Python and Unity classes at Sierra Vista Middle School.
- Developed my own curriculum for these classes and tailored it toward middle schoolers.

Instructor / Coding Minds – Irvine, CA   09/2021 - Present
- Taught a classroom of elementary, high school and college students in different computer programming subjects: Java, Python, Scratch, and Roblox Studio.
- Helped develop new lesson plans and added material to the existing curriculums.
- Conducted training for incoming staff about how our classes work.

Private Tutor / Tutor Genius – Irvine, CA   09/2020 – Present
- Tutor elementary and high school students in key subject concepts: Algebra, Geometry, Trigonometry, Statistic, and Computer Science.
- Collaborate with parents and students to identify education goals and strategies to obtain desired outcomes.

PROJECTS   2020 – 2022

Bank Simulation
- Design, develop, and test a Java application that simulates online banking using JavaFX and Scene Builder.
- Implement captcha protection and password encryption on accounts by using SHA-256 cryptographic hash algorithm.

Virtual Reality Theater
- Collaborated to outline, storyboard, and develop a Virtual Reality (VR) compatible theater in Unity 3D.
- Wrote scripts in C# for user input and environmental interactions.
- Utilize the Unity Asset Store for complex 3D models and materials.

Open-Source Quality Assurance
- Write unit tests in Java to increase code coverage for Libgdx, an open-source video game creation framework.
- Utilize PIT for mutation testing, improving the efficiency of tests and identifying defects in code.
- Use JaCoCo to check production code for test coverage.

Money Managing Web Application
- Collaborate with a team of four (4) programmers to create a budgeting tool which tracks spending history with charts and graphs using JavaScript and React.
- Develop Business Requirement Document outlining the specification, story cards, and project requirements.
- Document project timeline and progress for reporting in Scrum meetings.
- Perform User Acceptance Testing (UAT) and Regression Testing.