

JEREMY TARABA

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EDUCATION

University of California, Riverside
Bachelor of Science: Computer Science

Graduated: 2021
GPA: 3.58

Relevant Skills: (Proficient): C++, Java, Python, Flutter

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

Tools: Git, Firebase, Markdown, Unity, Figma

EXPERIENCE

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

- Instructed groups of students, ranging from elementary to college, in programming subjects like Java, Python, Unity, Flutter, and 3D Printing.
- Designed new curriculums and updated old curriculums, increasing student count for those classes.
- Lead software projects dedicated to crafting research papers for publication and submission in college applications and competitions.

Summer School Programming Teacher / Irvine Public School Foundation – Irvine, CA 06/2022 - 08/2023

- Instructed numerous Python and Unity summer classes, each with more than 20 students.
 - Created curriculums for short term learning tailored toward middle schoolers. Complete with quizzes, assignments, and presentations.
 - Developed a Python program to automate grading of my students' assignments, saving manual hours and inspiring my students with real life examples of programming.
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PROJECTS

AI Drink Tracking App 09/2023 - 02/2024

- Collaborated to develop a drink tracking mobile app to help users monitor their alcohol intake.
- Integrated image recognition AI using TensorFlow to determine the type of drink for easy logging and used Firebase for cloud data analytics for personalized insight.
- Created a research paper detailing the methodology and purpose as it pertains to alcoholism.

Cryptocurrency Predictor 07/2023 - 10/2023

- Collaborated to develop a python program for predicting the 24-hour price of cryptocurrency.
- Utilized APIs to collect and analyze data on 200+ coins and 20,000 tweets in our real-time database.
- Used a regression algorithm to create a machine learning model specialized in making predictions over a 24-hour period.

Anonymous Group Chat 03/2023 - 06/2023

- Used Flutter to develop a cross-platform messaging application enabling real-time communication.
- Implemented Firebase user authentication, cloud database storage, and user anonymity.
- 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.

Bank Simulation 10/2022 - 01/2023

- Designed, developed, and tested a Java application simulating online banking using JavaFX.
- 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.