JEREMY TARABA

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EDUCATION

University of California, Riverside – Riverside, CA   Graduated: 2021
Bachelor of Science: Computer Science   GPA: 3.58

SKILLS

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

EXPERIENCE

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.

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.
- Conduct monthly meetings with parents and guardians to deliver progress reports and discuss opportunities for improvement.

PROJECTS   2020 – 2022

Bank Simulation

- Design, develop, and test a working 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.