

JEREMY TARABA

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EXPERIENCE

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

- Instructed classes with students ranging from elementary to college in different programming subjects like C++, Java, Python, Mobile development, and Web development.
- Designed and proposed new curriculums and updated old curriculums for use by other instructors.
- Managed projects for submission in college applications, hackathons, and coding competitions.

Summer School Programming Teacher | IPSF – Irvine, CA 06/2022 - Present

- Instructed Python and Unity summer classes at multiple middle schools around Irvine.
- Created my own curriculums for short term learning tailored toward younger students. 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.

PROJECTS

Real Color 07/2024 - 09/2024

- Solo developed a Flutter mobile app for a hackathon. Created all image assets, videos, and sounds.
- Integrated RevenueCat SDK for in-app purchases and AdMob to run Google ad services.
- Used datasets from Kaggle and image recognition algorithms to grab color from pictures.

Froggy Weather 02/2024 - 05/2024

- Solo developed a cross-platform app in Flutter that has 50k+ downloads and 1.5k+ daily users.
- Integrated OpenWeatherMap API to provide accurate weather data. Utilized Google Cloud Platform to handle requests securely and used Firebase to track analytics.
- Responded to user feedback from reviews and emails to improve user experience.

AI Drink Tracking App 09/2023 - 02/2024

- Collaborated with a team of 3 to develop a monitoring app to help users track their alcohol intake.
- Integrated image recognition AI using TensorFlow to determine the type of drink for easy logging and used Firebase cloud analytics for personalized insight.
- Created a research paper detailing the methodology and purpose as it pertains to alcoholism.

Cryptocurrency Predictor 10/2023 - 12/2023

- Worked with a team of 4 to create a program for predicting the 24-hour price of cryptocurrency.
- Utilized CoinGecko's API to collect data on 200+ coins and Tweepy to collect 20,000+ tweets for real-time sentiment analysis using the NLTK and TextBlob libraries.
- Used a regression algorithm from the Scikit-learn library to create a machine learning model.

Bank Simulation 07/2023 - 10/2023

- Solo developed a local Java application simulating online banking using JavaFX.
- Implemented captcha protection and password encryption on accounts using SHA-256
- Implemented features such as account creation, management, and transaction processing to replicate real-world banking operations within the simulation.

EDUCATION

University of California, Riverside 09/2017 - 03/2021

Bachelor of Science in Computer Science

SKILLS

Languages: Python, Dart, Java, C++, HTML, JavaScript, C#

Tools: Git, Firebase, TravisCI, Unity, Figma, Google Cloud Platform, Teachable Machine, Kaggle

Frameworks & APIs: Flutter, Flask, React, RevenueCat, Tweepy, CoinGecko, OpenMeteo

Libraries: Pandas, NumPy, NLTK, TextBlob, Scikit-learn, PyTorch, TensorFlow, Plotly