Jesse Reyes

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EDUCATION

University of California, Riverside, Riverside, CA   March 2019

Bachelor of Science, Computer Science

Relevant Coursework: Algorithms, Compilers, Computer Networks, Computer Systems, Computer Graphics, Database Management Systems, Machine Learning and Data Mining, Physics, Object-Oriented Programming, Statistics

Technical Skills: C, C++, Python, Java, C#, PHP, SQL, Javascript, HTML5, CSS3, AJAX, Git, Linux

EXPERIENCE

Sleep and Cognition Lab, Riverside, CA   June – August 2017

Python Developer Intern

• Collaborated with one other intern under the supervision of a graduate student to develop a **Python** program to parse brain scans done by research participants and organize the data from several labs in the form of JSON objects

• Cleaned dirty data to be used by the Sleep and Cognition Lab ensuring proper parsing of record fields from disparate systems

Undergraduate Admissions, Riverside, CA   May 2016 – June 2018

Engineering Ambassador

• Lead tours to both prospective and admitted students, specifically in the Bourns College of Engineering showcasing UCR's premier qualities

• Trained new hires on how to effectively provide relevant information to guests, manage and lead large groups of guests throughout campus, and ultimately how to provide an amiable and memorable experience

PROJECTS

Mechanic Shop, *Database Management Systems*   December 2018

• Built an application for a Mechanic Shop in **Java**

• The app is backed by a database using **PostgreSQL** for the **DBMS** which uses a non-clustered index to speed up queries

• Read more at the project repo: www.github.com/JesseAReyes1996/MechanicShop

MINI-L Compiler, *Compilers*   December 2018

• Built a fully-functioning compiler for the Turing-complete language MINI-L

• The compiler is comprised of a scanner, a parser, and an intermediate code generator

• Read more at the project repo: www.github.com/JesseAReyes1996/MINI-L

Breast Tumor Classifier, *Machine Learning and Data Mining*   May 2018

• Built a **classifier** to predict whether breast tumors were malignant or benign

• Implementation follows the k-Nearest Neighbors algorithm

• Read more at the project repo: www.github.com/JesseAReyes1996/kNN

Hangman Multiplayer Game, *Computer Networks*   December 2017

• Built a client - server multiplayer game of Hangman in **Python** with the use of **TCP/IP**

• Used the **Thread-local storage (TLS)** concurrency pattern to support multiple different games running at once

• Functionality: registration, user sign-in, user start new game, user join game

• Read more at the project repo: www.github.com/JesseAReyes1996/Hangman

MiniGL, *Computer Graphics*   September 2017

• Built a simplified version of the popular graphics library OpenGL in **C++**

• Read more at the project repo: www.github.com/JesseAReyes1996/MiniGL

Online Contact

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