Jesse Reyes

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EDUCATION

University of California, Riverside, Riverside, CA — Expected: 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 brains 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

Campus Tours Office, 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

• Lead VIP tours to high profile clients showcasing a different tour route and more in depth information about all four of UCR's colleges

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 indexes to drastically 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

GitHub: www.github.com/JesseAReyes1996

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