

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 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
- 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 an index to drastically speed up queries
- Read more at the project repo: [www.github.com/JesseAReyes1996/MechanicShop](https://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](https://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](https://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](https://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](https://github.com/JesseAReyes1996/MiniGL)

Online Contact

GitHub: [www.github.com/JesseAReyes1996](https://github.com/JesseAReyes1996)

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