

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

EXPERIENCE

Sleep and Cognition Lab, Riverside, CA

June – August 2017

Software Developer Intern

- Developed a **Python** program to parse brains scans done by research participants and organize the data from several labs in the form of JSON objects

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

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 sockets
- Able to run concurrent games on the server using threading
- 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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