Jose Agustin Farias

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EDUCATION

University of Texas Rio Grande Valley, Edinburg, TX **Graduation Date:** December 2024
B.S. Computer Science Overall GPA: 3.5
Awards: President's List (Spring 2023), Dean's List (Fall 2023)
Recognition awarded each semester for full-time students who earn a 4.0 GPA,
Recognition awarded each semester for full-time students who earn above a 3.5 GPA

SKILLS

- **Relevant Coursework:** Algorithms & Data Structures, Object Oriented Programming in Python, Programming in UNIX/Linux Environment, Web Development, Linear Algebra, Mathematical Foundations of CS
- **Programming:** C++, Python, JavaScript, HTLM, CSS.
- **Software:** Windows Forms, React, Express, SQLite, Flask, Bootstrap, Tkinter, Test-Driven Development, Agile, GitHub Source Control, GitHub Actions.
- **Communication:** Project Management, Collaborate Development, User-Centered Design, Learning Agility.

PROJECTS

Personal Portfolio - GitHub Edinburg, TX
Technologies: React, Node.js, Express.js, SQLite. December 2023

- **Project Overview:** Spearheaded the development of a sophisticated personal portfolio utilizing modern technologies such as React, Express.js, SQLite, and Node.js. The primary goal of this project was to showcase my skills and achievements dynamically and engagingly, providing visitors with an immersive experience while highlighting my expertise in web development.
- **Responsive Design:** Implemented a responsive design approach using React to create an adaptive and visually appealing portfolio across various devices and screen sizes. Using advanced front-end technologies ensures an optimal user experience, emphasizing a commitment to accessibility and user-centric design.
- **Node.js Back-end:** Developed a robust Node.js back-end to handle server-side logic and facilitate seamless communication between the client and server. Utilized Express.js to build a scalable and efficient server architecture, enhancing the overall performance and responsiveness of the portfolio.

Inventory Management System - GitHub Edinburg, TX
Technologies: Python, Tkinter, CustomTkinter April 2023 - May 2023

- **Project Overview:** This Inventory Management System, created with Python, Tkinter, and CustomTkinter, stands as a testament to my proficiency in creating functional and user-friendly applications using Object Oriented Programming throughout the project. Incorporated with user authentication, buying/selling functions with real-time tracking.
- **Comprehensive Reporting:** Implemented a comprehensive reporting system, offering detailed historical information on transactions and inventory movements. Customized reporting features enhance data analysis, aiding in strategic decision-making and providing valuable insights into stock trends and user behavior.
- **Buying/Selling Module:** Developed a dynamic buying and selling module, allowing users to seamlessly execute transactions within the system. This module facilitates smooth interactions, providing an intuitive interface for managing inventory inflow and outflow. Automated inventory updates guarantee real-time accuracy.

Choose Your Own Adventure Game - GitHub Edinburg, TX
Technologies: C++ November 2022 - December 2022

- **Project Overview:** Developed a dynamic Choose Your Own Adventure game in C++, incorporating a weapon and health system for an enhanced gaming experience within a console environment. The project was created using C++ fundamentals, allowing for the implementation of a robust system that includes player health management and interactive weaponry.