JOSE PERDOMO

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EDUCATION

The University of Texas at San Antonio   Expected Graduation: May 2026
Bachelor of Science, Computer Science
- Concentration in Data Science & Software Engineering
- Relevant Course Work: Application Programming

Lone Star Community College   December 2023
Computer Science, Data Science/ Software Development   GPA 3.2
- Relevant Course Work : Intro to Programming , Computer Programming II, Data Structures

EXPERIENCE

Cashier , PLA and Self Check   February 2022 - December 2023
HEB, Houston TX
- Started at HEB pushing carts in the parking lot as a PLA(parking lot assistant)
- Managed cashier duties and self-checkout area, handling transactions efficiently

Cashier   March 2020 - May 2021
Wendy's, Houston TX
- Managed front-end orders and Drive Thru transactions in a fast-paced environment

LANGUAGES

Native Tongue
- Fluent in English & Spanish written and spoken

TECHNICAL SKILLS

Programming Languages
- Proficient in C++, Java
- Familiar with C#,Python,HTML,CSS,JavaScript

Tools & Frameworks
- Experienced with VS Code, Eclipse, Android Studio, Replit
- Familiar with Violet UML, GitHub, Unity Game Engine, TensorFlow, Material Design 2 & 3 (UI))

ACTIVITIES

- Member, International Collegiate Programming Contest (ICPC)
- Engaged in weekly coding problem-solving sessions to prepare for competitions, honing algorithmic and problem-solving skill
- Member, Society of Hispanic Professional Engineering (SHPE)
- Conducted in networking events and workshops to support Hispanic representation in STEM fields

RELEVANT PROJECTS

- RowdyRun - Attempted to create a augmented reality infinite runner game built on the unity game engine(C#) for RowdyHacks 2024
- Personal Website- Developing a portfolio website using Git pages (HTML, CSS, JS), https://joesyp.github.io/PortfolioWebsite/#banner
- RowdyRumble - A system built to track memberships and members for a local gym through a SQL database (Java,SQL)(In-Progress)