JOSUE ARREAGA

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EDUCATION

Bachelors in Computer Science   **May 2025**
Florida International University; Miami, Florida
- Current GPA: 3.9

Associate of Arts in Mathematics   **Jun 2020**
Miami Dade College; Miami, Florida
- Graduated with Highest Honors

EXPERIENCE

Mathematics Tutor   **Mar 2019 - Current**
Miami Dade College Ernesto Padron Campus, Educational Services of Miami; Miami, Florida
- Facilitated the learning of students on Calculus 1-3, Differential Equations, Discrete Mathematics, Linear Algebra, Precalculus, and Trigonometry
- Guided groups of up to ten students, and held on one-on-one tutoring sessions to assist in Mathematics

Teacher Assistant   **Mar 2019 - May 2020**
Miami Dade College Ernesto Padron Campus; Miami, Florida
- Led in-class learning for Calculus 1 - 2, Precalculus, and Trigonometry at Miami Dade College
- Hosted Peer-Led Team Learning (PLTL) for Trigonometry, Pre-calculus, and Calculus three times a week alongside fellow tutors to teach groups of ten students mathematical subjects and answer any doubts

Research Assistant   **Sep 2019 – Dec 2019**
Miami Dade College Kendall Campus; Miami, Florida
- Collaborated with Dr. Lourdes Gonzalez and Dr. Nelson De La Rosa to clean, and normalize raw data from over 500 hotel reviews to find latent variable patterns

PROJECTS

Personal Website (Web Development)   **Feb 2023**
- Developed with 74 % HTML, 24% CSS, and Bootstrap to run as a static website hosted through GitHub
- Notable features included are: a navigation bar, a carousel, and a contact form. This website is 100% responsive and works perfectly on Tablets, Laptops, and Desktops

Chess Game (Java Development)   **Oct 2022**
- Derived algorithms for seven pieces via modeling with the Cartesian coordinate system
- Created 2D arrays to represent the board, Hash Functions for data validation, Stacks to take back plays, and Singleton Patterns for data persistence

Scrollable Apps (Mobile Development)   **Aug 2022**
- Created through Android Studio with Kotlin to implement view-binding features for scrolling like in Instagram
- Implemented one on-click listeners and two different class activities to travel from page to page

Classic Mario (Game Development)   **Jun 2022**
- Programmed through Unity using the asset store, state animations, and vector logic for character movements
- Incorporated abstract classes to create a shop system, static variables to keep track of currency, and singleton patterns for data persistence and triggers. One hundredth percent Mobile-Friendly

RELEVANT TECHNICAL COURSEWORK

- Java One and Two, Data Structures, Discrete Math, Graph Theory, Calculus 1 - 3, Differential Equations, Linear Algebra, Trigonometry, Statistics for CS, Game Theory, C#, C ++, CSS, HTML, Python

LEADERSHIP

- Founder of the Math Honor Society at Miami Dade and speaker at Indianapolis PLTL National Summit 2019