Louis Oporto

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SUMMARY

Highly motivated student looking for new challenges to help grow technical skills on the field. Having strong work ethic, adaptability, and proficient skills to bring mutual benefit to the organization.

EDUCATION

California State University, Fullerton Bachelor of Science, Computer Science

RELATED COURSES

- **Data Structures in C++** Use of data structures to understand worst-case and amortized performance. Optimized to be efficient, scalable, and self-adjusting while using object-oriented programming.
- **Python Programming** Learned a high-level language to get a comparison between low-level language such as C++.
- Web Front-End Engineering Develop and design static/dynamic websites, utilizing JavaScript to create complex functions for website usage with efficiency, scalability in mind.
- **Professional Ethics in Computing** Understanding the moral dilemmas and ethics of Computer Science. Discussing how we are able to overcome these shortcomings.
- **Object-Oriented Programming** Utilizing object-oriented programming principles such as classes, inheritance, polymorphism, memory management and documentation.

TECHNICAL SKILLS

- Languages: C++, Python, HTML, CSS, JavaScript
- Operating Systems: Windows
- Other: Git, GitHub, Unity, VSC, SFML, Microsoft Office, Computer Hardware Troubleshooting, Modular Libraries

LEADERSHIP SKILLS

Highschool Marching Band, Artesia, CA

Pit Captain

• Leading member of the front ensemble – A role model to current and incoming members. Teaching members to grow their individual potential as musicians and teamwork skills

EXPERIENCE

JAWS TPK, Buena Park, CA

Cook March 2021 - Present

- Teaching new workers Trained team members to become key workers and to improve team efficiently
- Managed groups Took a leadership role assisting other members to keep the store organized and stocked
- Worked to provide high quality food and proper service to customers in a timely manner

PROJECTS

Small Game Projects July 2022 - Present

• Use of SFML libraries to create 2D graphics & interfaces to make clones of simple games

May 2019 - May 2021

Expected Graduation: May 2025