

LUIS E. MORALES

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Education

University of California, Irvine

September 2020 - Present

Software Engineering, B.S. (GPA: 3.6)

Coursework: Python, Java, C/C++, Data Structure, Algorithms, Operating Systems, Concurrent Programming with Linux, Computer Networks, Database Management, Software Testing & QA, Software Design, UI Software

Experience

Amazon

March 2021 - Present

At Amazon, I worked as a warehouse associate, where I scanned packages that were to be stored in-house. Working at a warehouse taught me the importance of teamwork and how crucial it can be to be a team member.

Jack In The Box

October 2019 - June 2020

This was my first job, where I worked as a cashier. It taught me how to manage my time, as I had to schedule time to do school work.

Projects

SpikePen

September 2022 - Present

Mobile Application using React Native

Helped create a mobile application using React Native for a senior project. I worked in a group to develop a mobile application that uses Google API, Bluetooth, and Arduino robot to collect geospatial data.

E-Commerce Site

June 2021 - September 2021

Web Application using ReactJS, NodeJS, and MySQL

Created a simulated web application for an online store that uses full-stack tools. Learned full-stack web development through Youtube and created a rich user experience through React for the front-end.

Chess Game

May 2021

Desktop Application using PyGame (Found in Github)

Created a desktop application for a chess game that uses Object-Oriented programming. The application uses a PyGame GUI and I added a server that handles online multiplayer games.

Certificates / Awards

Real Estate Salesperson License - DRE

February 2022

Front End Development Libraries - FreeCodeCamp

June 2021

JS Algorithms and Data Structures - FreeCodeCamp

May 2021

Skills

C, C++, CSS, Networking, Data Structures & Algorithms, Figma, Git, GitHub, HTML, Java, JavaScript, jQuery, Linux, LISP, OOP, Python, React.js, React Native, SQL, Unix