

# Joubert Marion O. Trias

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## Objective

A goal-oriented and passionate recent graduate with a bachelor's degree in Computer Science. Equipped with a solid foundation in both technical and programming skills, eager to apply these knowledge to gain hands-on experience and become the best version of myself, I am committed to delivering the highest quality of product and applications. Simultaneously seeking opportunities and memories for professional growth and development.

## Education

### San Diego State University

May 2024

Bachelor of Science, Computer Science

#### Relevant Coursework:

- Artificial Intelligence
- Computer Architecture
- Algorithms
- Data Structures
- 3D Game Design and Development
- Wireless Networks
- Speech Processing
- Software Systems
- Operating Systems
- Machine Learning
- Computer Science Principles

### Southwestern College

May 2022

Associate of Science, Computer Science for Transfer with Honors

- Transferred to San Diego State University, 2022

## Technical Skills

- LogicWorks and SQL
- C, C++, C#, Java, Python, Matlab, Prolog, and Haskell
- HTML, CSS, Javascript
- Versed in Unity Game Engine (macOS, iOS, Android, Windows)
- Google Document, Spreadsheet, Slides
- Proficient in Video and Image Editing
- Proficient in English and Tagalog
- Mastery over Microsoft Word, Office, Powerpoint, Excel
- Versed in PC building

## **Projects & Coursework**

### **Java Calculator - Programming**

- Fully functional calculator built using Java
- Provides a custom calculator to users that be able to calculate any mathematical functions by clicking on the designated buttons

### **Unstable Bluffs Monitoring System - Engineering and Designer**

- A detailed document of a software system.
- Step-by-step process of creating and implementing a real-life scenario of a monitoring system.

### **Float-Ball! - Game Developer**

- A 3D mobile game implementing both joystick and gyroscope movement that lets you control a ball.
- Accommodating, accessible and intuitive controls.

### **Slender - Game Developer**

- First person Slender Influenced 3D Game using free assets from the Unity Store.
- Interactive and Immersive environment.

## **Professional & Work Experience**

Coding Club Guru | Sweetwater High School, Coding Club | National City, CA 2018-2019

- Became a student teacher to 4th-6th graders through Google's CS First Program and introduced them to Computer Science.
- Gained leadership skills and teaching skills by organizing fellow student teachers and coordinating with the teachers.

Volunteer | Mabuhay Foundation | National City, CA 2018

- Became a volunteer for a Festival organized by the Mabuhay Foundation and supported in making sure the entire festival was running smoothly.
- Organized VIPs and operating the help desk booth for any questions and concerns for any festival attendees.