

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.