

Emmanuel Barraza

+1 (915) 999-4537 | 66manny501@gmail.com | [GitHub/Manny23V](https://github.com/Manny23V) | [Linkedin/Emmanuel B](https://www.linkedin.com/in/EmmanuelB)

EDUCATION

University of Texas at El Paso | Bachelor of Science in Computer Science

Anticipated: 05/2027

Relevant courses: Intro to Computer Science, Calculus I-III, Discrete Structures, Data Structures and Algorithms, Adv. Object-Oriented Programing, Automata.

GPA: 4.00

SKILLS

- **Languages:** Java, HTML/CSS, Python, JavaScript, GIT

PROJECTS

Maze Navigator

April 2024

- Developed a text-based multi-level maze game in **Java**, by reading a text file using a scanner within a while loop displaying the level of the game.
- Implemented the player key inputs to move by using **if statements** to detect how to move allowing the current player position to move.

Wordle Game

May 2024

- Developed a Wordle game in **Java**, using **classes and objects** to detect if the user's answer is correct on a dictionary text file.
- Created a method that checks every character of the user's answer word by using **for loop** and **if statements** giving back a different color for every character.
- Implemented a way to keep track of the number of guesses by storing the score within a **private attribute** providing a score to the user.

Speed Essentials

February 2024

- Developed an optimized web page that replaces animated GIFs with a **video** within **HTML**, **reducing memory consumption**.
- Implemented a file upload feature using an input element in **HTML** which goes on to **display media file sizes**.
- Designed a user interface style using **CSS**, improving readability and user engagement.
- Created a feature that **evaluates file size** within **JavaScript**, giving quality feedback on uploaded files.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

Google Developer Student Club

01/2024 - present

- Strengthen technical skills in **HTML**, **CSS**, and **JavaScript** by actively participating in workshops, coding sessions, and hands-on group projects.
- Collaborate with peers in every meeting to share knowledge, solve problems, and build a professional network with fellow aspiring developers.

Bandit Game Studio

04/2024 - present

- Gained hands-on experience with **Unity** and **C#**, learning core concepts of game development through interactive sessions and guided practice.

Free and Open-Source Software Club (FOSS)

09/2024 - present

- Contribute to **open-source** projects and practice version control with **Git**, applying industry-standard workflows for collaborative coding.
- Explore and learn diverse open-source technologies while collaborating with peers to share knowledge, improve technical skills, and engage in real-world problem-solving.