

# Miguel Angel Francisco

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## CAREER OBJECTIVE

A current Computer Science student who is eager to learn and grow his knowledge in the realm of software engineering. Highly motivated individual looking to prove the skills that have been acquired during my years as a university student and to be pushed to be a better person and developer.

## EDUCATION

### California State University, Monterey Bay

*Bachelors in Computer Science, Software Engineering*

January 2022 - Present

*CTI Accelerate Member*

### Hartnell Community College

*Associates in Computer Science*

June 2019 - December 2021

## SKILLS AND RELEVANT COURSEWORK

Technical Skills: Java, C++, SQL, HTML/CSS, Android

Relevant Coursework: Data Structures, Intro to Databases Systems, Software Design

Interests: Back-end Developer, Databases, Front-end Developer

Languages: Spanish and English

## Work Experience

Soledad Unified School District, Soledad, CA - *Intern Teacher*

October 2018 - May 2019

- Shadowed an Elementary Teacher to further understand the responsibilities of a teacher
- Supported students who were falling behind in their learning by setting up different activities and tutoring to aid in them catching up to their peers.

## Projects

Merchandise Store - *Built using Java with Android Studio*

- Implemented a ROOM database and liteSQL to store, update, and delete data, This allows the application to store things such as users, items, and shopping cart items.
- Designed the front end within android studio using XML so that a user can interact with the application
- Utilized Java to connect all the components in the application to work together to bring a finish project

Pharmaceutical Relational Database - *SQL*

- Designed the different entities and the relationships that will be in the database using Draw.IO.
- wrote the necessary SQL statements to create all the entities and the columns needed.
- Implemented filler data to verify the design worked well and was capable of writing SQL statements to modify data within it.

Guessing Word Game - Java

- Utilizes a text file that contains over 10,000 words that will be randomly selected for the user to play with.
- Implemented a life and hint system that enables a User to be able to win or lose in guessing the word.