Miguel Covarrubias

CONTACT

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EDUCATION

GPA: 3.4

University of California, Davis
B.S. Computer Science and Engineering

September 2013 — Spring 2015 (Expected Graduation)

Electives/Core Classes

- Data Structures & Object Oriented Programming
- Algorithm Design & Analysis
- Computer Architecture I
- Probability and Statistical Modeling for CS
- Programming Languages
- Software Engineering
- Operating Systems
- Circuit Analysis I & II

- Machine Learning
- Database Systems
- Parallel Architecture(Currently taking)
- Computer Networks (Currently taking)
- Senior Design (Currently taking)
- Computer Architecture II (Currently taking)
- Computer Security (Planned Spring)
- Senior Design II (Planned Spring)
- ECS 189G Artificial Intelligence (Panned Spring)

Evergreen Valley College
A.A. Mathematics

September 2009 — June 2013

San Jose City College
A.A. Computer Science

September 2009 — June 2013

LANGUAGES AND TECHNOLOGY

PROGRAMMING LANGUAGES:: Java · C++ · C# · *Python* · *Matlab*
DATABASES: SQL
MOBILE: Android
WEB (Learning): JavaScript/JQuery · HTML5
DEV-ENVIRONMENTS: IntelliJ · Visual Studio · Android Studio · Eclipse
LANGUAGES: English · Spanish

PROJECTS

Android Mobile Application, Software Engineering
Mobile application intended to match housing between international students and families at UC Davis.
Experienced with real-world and practical software design/development.
Use ArgoUML to create the case, class, sequence, collaboration and state chart diagrams.

Bay Life Apartments (System Prototype)
Developed during Angelhack Silicon Valley 2014. A prototype/application demo for an apartment complex management system which could potentially facilitate communication between residents and land lords.
Included a sample Log In and Registration screen along with an Administrator Dashboard for the property owner, and a Dashboard for residents to view pertinent information regarding their apartment complex such as maintenance requests and messages along with an events calendar and alert messages.

MPG Vehicle predictor-Machine Learning Project
Created a Ordinary Least Squares (OLS) estimator function to write a linear regression solver for the data containing information about attributes of different cars, such as number of cylinders, acceleration, mpg, year, origin and horse-power. Then created a logistic regression solver that handles any order polynomials in order to increase the accuracy of this predictor..

E to C Language Converter (Programming Languages)
Solidified the knowledge of parsing languages and setting up the components needed to translate and compile code.

WORK EXPERIENCE

The Arts Administrative Group, UC Davis

September 2014 — Present

IT Student Assistant

Used ServiceNow ticketing system to respond to IT requests from Music, Art's and Theater departments.
Responsibilities:

- Assist the IT Director as needed in providing service to employees and systems management.
- Provide user level technical support for end users, computers, printers, etc.

Intel Ultimate Engineering Experience, Intel Corporation

July 2012 — August 2012

Intern

- Developed a computer game using pre-programed C# code.
- Directed a team of four to design and build a robot for a competition.
- Devised a technological solution addressing a local community issue.
- Head of group projects and responsible of meeting weekly deadlines.