

Paul Anthony Valenzuela

CSULB student seeking entry level part-time employment or internship to enter the computer engineering and/or software engineering workforce.

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Objective

Seeking experience within the Computer/Software Engineering field. As a computer engineering student in his junior year, I am looking forward to an introduction into the industry. My goal is to learn as much information along the way that will help me in becoming a prolific engineer. Programming is my preference, but I am available for any job opportunity relating to engineering.

Technical Proficiency

Languages:	Verilog, Java, C++, C, Python, JavaScript
Operating Systems:	Windows 10/8/7, Linux,
Engineering Tools:	Vivado, Xilinx ISE, Keil, LTSpice, MATLAB, CircuitMaker
Other Technologies:	HTML, CSS, Express, MongoDB, ReactJS

Experience

October 2016 – Present	Cashier/Administrative Assistant <i>Costco Wholesale</i> <ul style="list-style-type: none">Cashier, Merchant, Gas Station Attendant, Membership, and Food Court Worker. Administrative Worker in charge of ensuring Costco maintained the lowest prices in the Palm Desert Area using AS400 softwareInventory Supervisor, responsible for the accurate and precise counting of 1500 pallets of items within the store. Duration of 5 weeks and occurred twice a year.
June 2016 – September 2016	Construction Worker <i>Christopher Kretz Construction</i> <ul style="list-style-type: none">Responsible for preparations in concrete installmentDug trenches, built platforms, installed metal framework. Poured and finished concrete

Education

August 2018 – Currently enrolled	Bachelor of Science in Computer Engineering - Cal State University Long Beach – Long Beach, CA <ul style="list-style-type: none">Degree in progressDean's List – Cumulative GPA 3.7
August 2016 – May 2018	Associate of Science in Physics - College of The Desert - Palm Desert, CA <ul style="list-style-type: none">High Honors Degree EarnedMath Engineering Science Association (MESA)
September 2012 - June 2016	Palm Desert High School - Palm Desert, CA <ul style="list-style-type: none">GPA 4.4 (Top 20 Graduate)

Projects/Leadership

Spring 2020	Obstacle Avoiding Robot <i>Long Beach, CA</i> <ul style="list-style-type: none">Built a robotic car with infrared transmitters and sensors that stopped when it began to approach an obstacle.Robot was programmed in C using a 32-Bit ARM Cortex Processor in Keil ISE.A button was assigned to allow the car to go forward or backwards until the device reached an obstacle.
Fall 2019	Pong Game <i>Long Beach, CA</i> <ul style="list-style-type: none">Created a 1-Player Version of the Classic Pong game using Verilog programming on an Artix-7 FPGA development board.The game used buttons on the development board to move the paddle, and switches on the board to assign color to the paddle.
Spring 2019	Analogous Line Following Robot <i>CSULB, CA</i> <ul style="list-style-type: none">Constructed a line following robot car using only analogous parts. Infrared transmitters and sensors were used to follow a black line on a white floor.Made on a single breadboard and car chassis. All parts were analogous, and no programming was required.