

# Willie Alcaraz

Las Vegas, Nevada

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## PROFESSIONAL SUMMARY

Currently studying Computer Science while actively seeking opportunity for an internship in software engineering as well as full-stack development. My goal is to work with a collaborative team where I can progress my knowledge and skillset while contributing to real-world projects. Currently, I am a TA for CS courses as well as a lead in the Drumbots of Las Vegas, a world-renowned percussion act known as the Drumline for the NHL Vegas Golden Knights.

## EDUCATION

**College of Southern Nevada, Las Vegas | GPA 3.2 – A.S. Engineering, 2020**

**University of Nevada Las Vegas | GPA 3.2 – B.S. Computer Science, currently enrolled**

Object-oriented programming, data structures, algorithms analysis, operating systems, and more.

## TECHNICAL SKILLS

- **Programming Languages:** C/C++, Java, JavaScript, Swift, Python, Quorum
- **Web Development:** HTML5, CSS3, Bootstrap, React
- **Technologies:** Linux, Ubuntu, Visual Studio, MS Office, GitHub

## EXPERIENCE

**Teacher Assistant – College of Southern Nevada**

Fall 2022 - Present

- Student mentoring object-oriented-programming
- Code debugging, with focus on syntax, semantics, and algorithms
- Grading with constructive feedback
- Unit testing scripts for evaluating code

**Drumbots – LED Percussion – Drum as One Ltd., Las Vegas**

March 2017 - Present

- Leadership executing client-specific requests
- Collaborative work
- Adapting to dynamic environments and situations
- International performer for high-profile clients and nightlife events
- Performances for NHL Vegas Golden Knights, NBA, AHL, G-League, and the like

## PROJECTS

**Personal Website | <https://williealcaraz.dev>**

- HTML5, CSS3, JavaScript
- Smooth scrolling, parallax
- Responsive/interactive elements

**iOS App | Prototype Client Profile App**

- JSON Encoding / Decoding
- Editing functionality
- User Experience (UX) Considerations

**Quorum | Machine Learning Library Implementation**

- Classifier and K-Fold implementation
- Unit Testing
- Contributions to the Quorum Programming Language