

Willie Alcaraz

Las Vegas, Nevada

(702) 335-9213 | willie.alcaraz@gmail.com | <https://williealcaraz.dev> | [linkedin.com/in/williealcaraz](https://www.linkedin.com/in/williealcaraz)

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 3.20 – *A.S. Engineering, 2020*

University of Nevada Las Vegas | GPA 3.1 – *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
- **Web Development:** HTML5, CSS3, Bootstrap
- **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
- 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

Quorum | Machine Learning Library Implementation

- Machine Learning / Neural Network implementation
- Contributions to the Quorum Programming Language