Raul Jarquin Valdez

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EDUCATION

B.S. Computer Science   Graduation Date: **June 2024**
California State University, Fullerton

WORK EXPERIENCE

CODECAMPUS | STEM Instructor | Irivne, CA   **May 2022 – Aug 2022**

- Instructed a **group of 20-25 students** in fundamental programming, problem solving, and algorithm design concepts using Minecraft Education Edition, through a project-based approach that resulted in a 90% completion rate of student projects.
- Developed and refined over 10 lesson plans and course content to ensure that students received a high-quality education, while also tailoring materials to meet the diverse learning needs of individual students.
- Conducted regular assessments of student performance, behavior, social development, and physical health, using a variety of tools and techniques to identify areas for improvement.

CODE NINJAS | STEM Instructor | Fullerton, CA   **Aug 2021 – Present**

- Instructed small groups of children, usually with fewer than 20 students, ranging in age from 4 to 13, on coding and STEM concepts using various programming languages and tools, such as Scratch Jr., **Scratch**, **Roblox Studio**, **Unity**, and a game development platform (GDP) exclusive to the Code Ninjas curriculum which uses **JavaScript**.
- Collaborated with a coworker to facilitate the learning process, providing guidance and assistance to students as needed.
- Cultivated a safe and engaging learning environment that promoted teamwork, kindness, and respect. Encouraged students to explore **coding**, **robotics**, **electronics**, and **3D printing** through hands-on activities and projects.Provided personalized attention and support to each student to help them build confidence and feel part of the classroom community.
- Communicated with parents regularly to provide updates on their child's progress and behavior, including topics covered and skills learned in each session.

PROJECTS

NOTESS | Note-taking web app with authentication   **March 2023**
- Created a web application using **PHP**, **MySQL**, and **Bootstrap** that allows users to create accounts, securely log in, and save notes.
- Implemented local storage using **JavaScript**, allowing users to save and retrieve their notes across sessions and improving user experience.
- Designed the database schema and created tables using **phpMyAdmin,** ensuring efficient data storage and retrieval for the application's functionalities.

CODESHARE | Code snippet manager web application.   **April 2023**
- Developed a code snippet manager web application using **SvelteKit** and **TypeScript**.
- Designed the user interface utilizing the **Skeleton UI** framework to display code snippets in an easy-to-read format.
- Implemented features for users to create, delete, and mark code snippets as favorites, as well as view all code snippets in a centralized location.

SORTING VISUALIZER | Sorting algorithm visualization using SDL.   **April 2023**
- Developed a sorting algorithm visualization program using **C++** and the **SDL library**.
- Implemented various sorting algorithms such as bubble sort, insertion sort, quick sort.
- Utilized **SDL** to display the visualization in a graphical user interface.

SKILLS

Languages: Python, C/C++, JavaScript, TypeScript, PHP   **Backend:** MySQL, Firebase, PostgreSQL
Web Development: Svelte, Skeleton UI   **Technology:** Git, LaTeX