

Renzo Olivares

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EDUCATION

UNIVERSITY OF CALIFORNIA RIVERSIDE

BS IN COMPUTER SCIENCE

Bourns College of Engineering
June 2021 | Riverside, CA

CHABOT COLLEGE

Fin. June 2019 | Hayward, CA

RIVERSIDE CITY COLLEGE

Fin. Dec 2018 | Riverside, CA

COURSEWORK

UNDERGRADUATE

Technical Communications
Java Programming : Objects
Programming Logic Using C++
C++: Data Structures & Algorithms
Discrete Mathematics
Computer Architecture & Assembly
Programming

ONLINE

Python: Intro to Computer Science
Python: Data Structures & Algorithms
Big Android Nerd Ranch Guide
Build Native Mobile Apps with Flutter

SKILLS

TECHNICAL SKILLS

Proficient in:

Python • C++ • Java • Dart • Linux
Flutter • HTML • CSS • Git • Android

WORK EXPERIENCE

CODE FOR FUN

COMPUTER SCIENCE INSTRUCTOR

Jun 2019 - Aug 2019 | Fremont, CA

- Instructed computer science curriculum utilizing block-based programming languages & more syntax based languages like Python.

KIPP FOUNDATION

INSIGHT ANALYST AND PRODUCT INTERN

Jun 2018 - Aug 2018 | San Francisco, CA

- Developed data pipeline to process new account data using Python with numpy and pandas libraries.

TECHNICAL PROJECTS

TWITTER APP MOCK UP | FLUTTER TWITTER

| GITHUB

June 2019

- Implemented Sliver App Bar in combination with a Tab Bar to mimic Twitter Profile Screen hiding app bar.
- Utilized Animated Switcher to mimic Twitter's animated tweet/message icon.

UNIT CONVERTER APP | FLUTTER UNITS

| GITHUB

Apr 2019 - June 2019

- Experimented with BLoC Architecture using RXDart streams. Separated the UX from the business logic.
- Implemented responsive design for landscape layout

TO DO LIST APP | SIMPLE TASKS

| GITHUB

Feb 2019 - Mar 2019

- Implemented Android Architecture Components Work Manager to fire notifications on Android 4.0 and up.
- Utilized ROOM persistence library to retain data across the activity and fragment life-cycles.
- Maintained backwards compatibility to Android 4.0 to ensure majority of Android users are supported.
- Implemented automatic & manual dark mode toggle.

CUSTOM ANDROID ROM | VENOM & PKMN ROMS

| OPEN SOURCE CONTRIBUTOR & DEVICE MAINTAINER

| WEBSITE

June 2012 - June 2014

- Added support for new devices. Involved kernel modifications, and smali edits.
- Conducted alpha and beta test to ensure a stable and finished product.
- Provided technical support to various end users through the XDA forum.

SCHOOL PROJECTS

DISCRETE MATHEMATICS COURSE FINAL PROJECT

| MASTERMIND AI - MINIMAX ALGORITHM

Nov 2018 - Dec 2018 | Riverside, CA

Implemented **Donald Knuth's five step algorithm** for solving the Mastermind game in C++. I used the minimax algorithm in order to calculate the next best guess by ranking each guess and choosing the guess with the highest rank. My implementation discovers the correct guess in 5-8 guesses.

DISCRETE MATHEMATICS MIDTERM PROJECT

| MASTERMIND GAME - STL LIBRARY

Oct 2018 - Nov 2018 | Riverside, CA

Implemented classic Mastermind Game using C++ and the STL Library.

DATA STRUCTURES AND ALGORITHMS COURSE PROJECT

| UNO CARD GAME - STL LIBRARY

Oct 2018 - Nov 2018 | Riverside, CA

Using the STL Library, I created a simple imitation of the popular UNO card game in C++.