Renzo Olivares

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EDUCATION

UNIVERSITY OF CALIFORNIA RIVERSIDE

BS in Computer Science
Bourns College of Engineering
Dec 2021 | Riverside, CA

COURSEWORK

UNDERGRADUATE

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

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.
- 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

SOFTWARE CONSTRUCTION COURSE PROJECT

| RShell - Software Engineering
Jan 2020 – Mar 2020 | Riverside, CA
Developed a Linux shell utilizing Linux system calls to execute user commands in C++. Created a user input parser leveraging regular expressions to partition a raw string into its commands and arguments. Implemented **Shunting-yard algorithm** to build an expression tree that takes into account parentheses precedence.

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.