# Hareign Dave Buenavista Casaclang

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## Education

**University of Nevada, Las Vegas** August 2021 - Present
*Bachelor of Science in Computer Science*

## Technical Skills:

Languages/Frameworks: C++, C#, x86_64, MIPS, Next.js, TypeScript/JavaScript, HTML/CSS, React

Operating Systems: Windows, Linux, MacOS

Tools: Visual Studio Code, Active Directory Administration, Workday, Team Dynamics

## Relevant Coursework:

**Computer Science I, II, and III (C, C++ ):** Data structures, algorithms, and complexity analysis for sorting and maintenance. String and file processing. Recursion, Software engineering, structured programming and testing, especially larger programs.

**Introduction to Systems Programming (x86_64, MIPS):** Algorithms from systems programming including conversion, buffering, device drivers, assemblers and loaders. Use of system services, macros, and linkage conventions. Laboratory exercises programmed in assembly language.

**Computational Linear Algebra:** Matrices, linear systems of equations, linear programming, least-squares approximations, determinants, eigenvalues and eigenvectors, matrix inversion, elimination, iteration and other algorithms, precision and error analysis, of the computational cost of algorithms. Emphasizes the practical methods using computer algorithms.

## Projects

**Matching Card Game (C#)**

- Developed as part of a programming class project that challenges players to match pairs of cards based on memory.
- Designed and coded the game using C# within a.NET framework, and focused on creating a simplistic and intuitive UI.
- Served as a practical exercise in front-end development and introduction to dynamic allocation in future classes.

**Spirograph (x86-64,C++,OpenGL)**

- Developed an animated Spirograph application designed to generate complex and colorful geometric patterns utilizing OpenGL through C++.
- Coded the main functionality and mathematical calculations using x86-64 assembly, allowing users to adjust parameters such as radii, colors, and speed to customize the generated patterns.

**Simple Solitaire (C++)**

- Developed a console application form of the classic card game Solitaire aiming to closely replicate as much of the traditional gameplay experience.
- Programmed the entire game in C++ to handle various game functionalities such as users manually input commands to move cards between stacks, managing the whole stack and automatically revealing cards underneath the moved cards.

## Employment History

**IT Help Desk Technician** January 2023-Present
*The University of Nevada, Las Vegas*

- Provided technical support for over 200 employees, resolving over 1200 tickets for hardware, peripherals, network connections, and internal/external software.
- Conducted remote troubleshooting and on-site support while collaborating across 3-5 specialized teams to address complex technical issues. Decreasing ticket resolution time by 50%.
- Documented best practices and standard operating procedures(SOPs) for common IT support tasks. These resources served as invaluable references for the team, enabling consistent and efficient problem-solving.

**Computer Science Tutor** February 2024-Present
*The University of Nevada, Las Vegas*

- Instructed over 30 students in a variety of Computer Science classes, with a focus on data structures and algorithm design.
- Assisted students in resolving over 100 coding problems: segfaults, syntax, and logical errors. Improving their debugging skills and understanding of core programming concepts for future assignments.
- Facilitated over 25 tutoring sessions, adapting diverse teaching methods to suit different learning styles and levels of comprehension.

## Activities

**Volunteer Sound Engineer** August 2017-Present
*The Stream Las Vegas Church*

- Maintained sound equipment during live services and adapted existing effects to each musicians' style of performing.
- Designed systematic procedures ensuring proper building and breaking down of sound equipment in a timely manner.