**EDUCATION**

**California State University of Fullerton**  **Fullerton, CA**

Bachelor of Science, Computer Science May 2019

GPA: 3.5

CPSC 332 - File Structure & Database CPSC 335 - Algorithm Engineering

CPSC 131 - Data StructuresCPSC 351 - Operation System Concepts

CPSC 254 - Open Source Programming CPSC 362 - Foundations of Software Engineering CPSC 240 - Computer Org and Assembly Language

**INDIVIDUAL PROJECTS**

**Proto Battle Ship Progam** December 2017 - Present

* Built a 2D array battleship board in C++ with ships to move freely around the board and attack within a certain range
* Organized programming files with teammate in meeting and online using Github to review and merge multiple files online
* Cooperated with teammate to solve limited ship movement and attack range in veritcal and horizontal axis in 2D

**Pokemon Battle Program** July 2016 - Present

* Created a Pokemon battle program where a player and opponent take turn fighting each other
* Designed a randomizing algorithm to set the probability of a move selection used by the enemy Pokemon
* Handle damage distributions for type specific move reactions, like super and non-effective move types

**Blackjack Program**  May 2017

* Created a playable blackjack game in C++ by implementing a doubly linked list to represent a 52 card deck
* Implemented a random shuffling algorithm to manage a playable deck, dealings, and linearity of the deck
* Designed a template to reuse lists for players’ hands to store the value and calculate and print them in the results

**ACADEMIC PROJECTS**

**Titan Dating Application** November 2017

* Developed a Python database for students in my university to only find relationship with other students
* Designed logic to verify a user’s username, password, and school campus email and match students with similar interests
* Implemented File I/O to store names of accounts that a user has blocked to prevent those accounts for searching them
* Scheduled meetings and discussed software planning with teams including users stores, pre-game poker, and test cases
* Cooperated and lead the team in presenting the pre-game planning, languages and tools, and sprint backlog to class

**Library Catalog Program** April 2017

* Created a C++ database that manages checked out books and flags overdue books when late returns occurred
* Modeled checkout/check-in dates and books using Object Oriented design to manage due dates and book titles
* Utilized File I/O to save the elements of the array and load them in a second run to verify a checked in a book is overdue

**PROFESSIONAL ASSOCIATIONS**

Association for Computing Machinery (ACM)

* Inspired young children to pursue computer science from elementary to junior high school
* Taught and guided children through fun coding projects such as programming Minecraft Mods on a Raspberry
* Collaborated with local clubs in the community to organize projects related to programming and coding

**LANGUAGES & TECHNOLOGIES**

* Proficient in C++, Python
* Familiar with C#, HTML5
* OS: Windows, Mac, Linux

**ACCOMPLISHMENTS**

* Dean List Fall 2015, Spring 2017, Fall 2017