

Mauricio Macias

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Education

California State University, Fullerton

Expected Graduation: December 2020

Bachelor of Science, Computer Science

Minor in Information Systems & Decision Sciences

Relevant Courses: Algorithm Engineering (JavaScript), Operating System Concepts (C++), Software Engineering (Flutter & Firebase), Machine Learning (Python), Web Front-End Engineering (Front End Technologies), Database and Applications (MSQL & PHP)

Technical Skills

- Specialties Language: PHP, MySQL, C++, C#, Java, Python, Dart
 - Front End Technologies: HTML 5, CSS3, JavaScript, JSON, jQuery, Ajax, React, Bootstrap 4
 - Back End Technologies: PHP, MySQL, Firebase
 - Web Development Platforms: WampServer, XAMP, LAMP, Firebase
 - Operating Systems: Windows 7/8/10, mac OS, Linux
 - Software: Microsoft Office 365(Excel, Word, PowerPoint), Visual Studio Code, phpMyAdmin
 - Portfolio: <https://theerrormaster.github.io/>
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Relevant Projects

Fullerton Messenger, Flutter and Firebase

Oct 2019 – Dec 2019

- A Social Media app connect every person in the Fullerton area with each other.
- Developed with Flutter, a tool kit made by Google to create app for both IOS and Android.

Ecommerce Website, PHP and MySQL

- Develop, maintained, and execute an ecommerce website with PHP, and MySQL.
 - Implemented dynamic, data driven ecommerce functionally with HTML, CSS, and Bootstrap.
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Memberships

Developer Student Clubs – Active Member

Jan 2020 – Present

- Attended Workshops on mobile and web development
- Collaborated on a project to develop solutions for local community problems.

Association for Computing Machinery (ACM) – Active Member

Mar 2019 - Present

- Learned new skills and languages (i.e. Firebase and React)
- Projects included creating basic applications or websites to practice with basics of each language.

Sigma Delta Alpha – Director of Academic Resource / Committee

Dec 2017 - Present

- Spearheaded fundraisers to help multiple charities and guided members to academic resources.
- Presented resume and portfolio workshops to active members.

Video Game Development Club – Active Member

Mar 2019 - Present

- Developed both 2D, 3D games using Unity, and Unreal game engines.
- Communicated between other club members to design a game during Game Jams.