Christian Barroso

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SUMMARY OF SKILLS

- I'm a graduate of SDSU with a Bachelor in Computer Science.

- I'm familiar with Java, C++, C#, C Python, PHP, SQL, MATLAB, Javascript, R, HTML and CSS

- Have experience with Linux/shell, LogicWorks, Unity, Angular, Node.js, Express.js, Bootstrap, and MongoDB

- Bilingual (Spanish)

EDUCATION

San Diego State University   San Diego, CA

Major in Computer Science   2013-2020

- I have taken a software engineering class in which my group and I were tasked to build a website for a bike shop, which we built using MEAN stack. Besides the building of the website itself, we were also evaluated on our ability to implement the incremental build model approach to software engineering. Here's a link to the github for this project: https://github.com/TheStallionMang/SMBproject

- For my operating systems class I built a very basic shell in C that emulated tcsh behavior such as executing programs, rerouting output/input/errors to files, pipelining, etc.

- For my game programming class I made a 2D and 3D game using Unity and C#. The 2D game was a side-scrolling action game and the 3D game was a first-person shooter. Here's a link to my 3D game project (playable .exe is in 'Releases' folder): https://rijeka.sdsu.edu/Barroso/cs583s20_barroso_christian_proj_03

- For my wireless networks class project my group decided to make a wireless LED strip that the user can control on their phone/computer. Specifically, I was in charge of the web page and did some of the hardware programming. We used an ESP32 by Espressif and used the Arduino IDE to program it.
Here's our project demo: https://youtu.be/e1m-HCSp5HQ

- Other school projects include making data structures from scratch in Java, creating an assembler (for SIC/XE) in C++ along with three of my peers, and making logic circuits using LogicWorks for Computer Architecture. I have also done projects requiring assembly programming.