Christopher Duarte

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`https://github.com/TheStarLord76/`

Objective Statement

Recent Computer Science Graduate from the University of Miami. Previously developed 2D Unity games and mobile encyclopedia application using Flutter. Currently seeking a job position relating to Software Engineering, Machine Learning, or Artificial Intelligence.

Education

Majored in Computer Science (Bachelor of Science)
University of Miami, Miami, FL
Graduated: Fall 2020
Current Cum GPA: 3.95 (out of 4 scale)
Relevant Coursework:

- Computer Programming I & II (Java Programming)
- Computer Organization and Architecture
- Intro to Python - STEM (Python Programming for Scientists)
- Data Structure and Algorithm Analysis
- System Programming
- Intro to Game Programming
- Computer Science Project Planning (Project Design)
- Programming Languages
- Computer Operating Systems
- Database Systems
- Computer Networks (Network Programming)
- Theory of Computing
- Intro to Software Engineering
- Intro to Computer Graphics
- Intro to Artificial Intelligence
- Intro to Machine Learning
- Computational Neuroscience
- Calculus I & II
- Intro to Linear Algebra
- Intro to Probability and Statistics
- Discrete Math I
- College Physics I & II (w/ Lab)

Archbishop McCarthy High School, Miami, FL
Graduated: 2017

Projects

1. Developed tkinter application using Python

   - Utilizes an Automated Reasoning System based on Resolution Principle to an answer user queries upon an established knowledge base.
2. Developed Unity2D Game

- Complete Unity game developed as a semester project at the University of Miami.

Programming and Scripting Languages

Proficiency Scale out of 5 (master proficiency):

- C: 4/5
- C# (w/ experience in 2D Unity Game Development): 4/5
- Java (w/ experience in Database Programming): 4/5
- Python: 4/5
- Dart (w/ Flutter toolkit): 3/5
- SQL: 4/5
- HTML: 4/5
- Markdown: 5/5
- Javascript: 4/5
- Matlab : 3/5

Speaking Languages

- English: Native Proficiency
- Spanish: Native Proficiency