

## Christopher Duarte

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## 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

### Majorred 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

## 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