Christopher Duarte

`cduarte20109@gmail.com`

`(305) 469-6041`

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

Objective Statement

Currently a Computer Science undergraduate student at the University of Miami. Previously developed 2D Unity games and currently working on mobile encyclopedia application using Flutter. Seeking to enter as a PhD computer science student at the Univesity of Miami to do Artificial Intelligence and Machine Learning research utilizing GPU programming in relation video game development.

Education

Majoring in Computer Science (Bachelor of Science)
University of Miami, Miami, FL
Expected Graduation: Fall 2020
Current Cum GPA: 3.94 (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