Troy Galicia

702-981-7152 | troygalicia@protonmail.com | Las Vegas, NV
todorotsky.github.io | www.linkedin.com/in/troy-galicia

Education

University of Nevada, Las Vegas   Dec 2023
Bachelor of Science in Computer Science

Profile

Recent computer science graduate with leadership and group programming experience, backed by hands-on coursework and diverse projects spanning software engineering, web development, and game design. Eager to leverage my diverse background and teamwork abilities in an entry-level Software Engineer role.

Work Experience

Product Marketing | BulkSupplements.com   Mar 2024
- Collaborated with the marketing team to update and enhance product descriptions utilizing HTML, Google Sheets, Shopify, and Amazon Seller Central.

Coding Projects

Alpha Psi Rho Website (Front-End Developer)   Feb 2024 - Mar 2024
- Led the migration of Alpha Psi Rho's website from Wix platform to a custom solution ([Link])
- Designed the user interface (UI) with Figma, facilitating communication of design concepts to clients
- Utilized React, Next.js, Tailwind CSS and associated libraries to develop the front end

Rhythm Game (Team Lead, C#)   Aug 2023 - Dec 2023
- Won 2nd Place Award for UNLV Senior Design Competition
- Coordinated a team of seven students to develop a Unity video game in C#
- Integrated team code using GitHub for collaborative development
- Coded and designed random procedurally generated levels, game modes and enemy placement

Stock Fundamental Analysis Program   Summer 2022
- Implemented a stock analysis program using Python, Selenium and the BeautifulSoup library
- Utilized AlphaVantage's API to extract information in JSON format and scraped data from Yahoo Finance

Quiz Taking Automation   Summer 2022
- Utilized Selenium's capabilities to interact with DOM and navigate through quiz interfaces
- Saved users' time to collect premium currency for an MMORPG

Relevant Coursework

Software Engineering
- Coordinated a team of students to program a capstone project within three months in C#
- Learned software development cycles and methodologies, including Agile and Waterfall

Data Structures and Algorithms
- Implemented various sorting algorithms and graph algorithms with data structures in C++

Compiler Construction
- Implemented key components including scanner, parser, type checker and modifier checker in Java

Database Management Systems
- Developed and created queries using MariaDB, a database management system closely related to SQL

Technology & Skills

C++ | C | Java | Python | Javascript | Selenium | HTML/CSS | C# | SQL | BASH | Linux | Unity | Git