Trey Amador

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Education

California State Polytechnic University, Pomona M.S. in Computer Science, underway

Fall 2016 – Pomona, CA

Palomar College

Winter 2014 - Spring 2016

Palomar, CA

University of California, Riverside B.S. in Biology, *summa cum laude*

Fall 2009 – Spring 2013 Riverside, CA

Technical Experience and Projects

Videogame Engine (2016). Original gaming engine making heavy use of polymorphism for future, scalable game projects. Implemented in C++ with Simple DirectMedia Layer (SDL) graphics library.

Web Classifieds Service (2016). Online buying/selling/social network for college students. Implemented with the MEAN (MongoDB, Express, AngularJS, NodeJS) Stack. At http://www.broncocorner.com.

Rhythm Generating Software (2016). Drum machine software which synthesizes drum beats utilizing digital signal processing theory. Implemented with C++ with a QT GUI. In progress.

Languages, Libraries, and Technologies

C++: GUI design, game design and audio projects with QT GUI framework, SDL, TinyXML parser, etc...
Python: for webscraping tasks with BeautifulSoup, and numerical analyses with matplotlib and NumPy
JavaScript: for web development with NodeJS, Express, AngularJS

Java: used with standard sound and graphics library

MongoDB: NoSQL database experience including Mongoose (JavaScript) and PyMongo (Python) libraries

Additional Experience and Distinctions

Biology Laboratory Technician University of California, Riverside 2010 - 2014

Published in the Journal of Neuroendocrinology https://www.ncbi.nlm.nih.gov/pubmed/25659593
Article titled: Effects of Reproductive Experience on Central Expression of Progesterone, Oestrogen [sic] α, Oxytocin, and Vasopressin Receptor mRNA in Male California Mice (Peromyscus Californicus)

Academic Excellence Award in Biology, and Rosemary Schraer Award Recipient for academic and research achievement in biology

2012, 2013

Above and additional projects can be found at:

https://github.com/TreyAmador