



Tristan Gaeta

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PROGRAMMING SKILLS

Languages

- Java, C#, C, C++, Python, JavaScript, HTML, CSS, SQL, Rust, Haskell, Prolog, \LaTeX , GLSL.

Tools & Frameworks

- VS Code, Git, GitHub, JUnit, React, Node, NumPy, Tensor Flow, OpenGL, SageMath

EDUCATION

Dual B.S. in Computer Science & Mathematics

University of Puget Sound

Aug. 2019 – Dec. 2023

Tacoma, WA

Honors: Upsilon Pi Epsilon International Honor Society for Computing and Information Disciplines.

Computer Science Topics

- Software Engineering, Artificial Intelligence, Database Principals, Network Programming, Algorithms & Data Structures, Graphics, Computer Architecture, Operating Systems

Mathematics Topics

- Multivariate Calculus, Differential Equations, Topology, Abstract Algebra, Optimization and Operations Research, Linear Algebra (General University and Advanced Theoretical)

WORK EXPERIENCE

Senior Library Assistant – Electronic Resource Management

Collins Memorial Library

Aug. 2019 – Present

Tacoma, WA

- Manage client access to library resources with Ex-Libris Alma & Primo library management systems.

Computer Science Department Tutor

University of Puget Sound

Aug. 2021 – Present

Tacoma, WA

- Served several roles for the department including: Lab teaching assistant for introductory computer science courses; Department tutor for all course subjects; Grader for several professors and courses.

COMPUTATIONAL PROJECTS & CODE DEVELOPMENT

Image Generation with Deep Learning

University of Puget Sound

Spring 2022

Tacoma, WA

- Developed and trained two models of Generative Adversarial Neural Networks using TensorFlow and Keras. Both models were able to successfully generated deep fake images using the same training data.

Math Blocks – Educational Game for Kids

University of Puget Sound

Fall 2021

Tacoma, WA

- Lead as project manager for the Agile software development process. Oversaw the on-time release of the app, written in JavaScript, that integrated third party APIs to create a interactive 2D environment.
- Designed the API and algorithm for generating math problems that scale in difficulty to the users ability.

Java Open Physics Library

Personal Project

Fall 2022 - Current

Tacoma, WA

- Developing an open source physics library to simulate 3D polyhedral rigid bodies. This project is intended for integration with Java Open Graphics Library, to realistically animate simulations, scenes, and games.

Catan the Board Game Database Project

University of Puget Sound

Spring 2023

Tacoma, WA

- Created a web app where users can play Catan online together and games are stored in SQL database.