

COMPUTER ENGINEER

Detailed oriented Computer Engineering student with a comprehensive understanding in Programming languages.

Can quickly master new technologies and work well in groups or solo projects.

Ardent problem solver with reputation for integrity and rapid troubleshooting skills.

Known as a self-starter, team player who strives to consistently exceed expectations.

EDUCATION

Currently Pursuing Bachelor of Science in Computer Engineering, CUNY City College of New York

Expected Graduation Date: December 2023

GPA: 3.0 / 4.00

Dean's List Fall 2019

RELEVANT COURSEWORK

Computer Science: Data Structures, Computers & Assembly Language, Algorithms, Software design

Electrical Engineering: Electric Circuits, Switching Systems, Electronics, EE Lab 1

PROJECTS

X86 EMULATOR

Built a 16-bit x86 emulator in C ++ that opens, reads, and executes a binary file compiled from x86 assembly language. The emulator supports many assembly instructions such as MOV, ADD, SUB by searching for their equivalent hexadecimal representation and executing the commands.

Base Converter

Coded a number base converter that gives users the option to convert number bases between each other (EXP binary to Hexadecimal). The program has a menu which prompts the user to select which base type they will input and what base they want it to be converted to.

Android Rock Paper Scissors

In a two-person group we created a Rock Paper Scissors app using android studio and Java. The app allows users to play Rock Paper Scissors against a computer. We track and store data which is visible to the user (for example wins and losses).

CORE COMPETENCIES

C++ | C# | Python | x86 Assembly Language | Java | Team Leadership | MATLAB | Research | Team Motivator | Problem Solving | Presentation Skills | Microsoft Office Suite | Time Management | Analytical | Android Studio | Unity Engine | Git |

CERTIFICATES

National Occupational Competency Testing Institute Certificate in Engineering

WEBISTE/PORTFOLIO

<https://verald-valcarcel.netlify.app>