Victor Daniel Campa

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EDUCATION

Oregon State University | Bachelor of Science in Computer Science June 2021

- GPA: 3.24/4.0
- Focus on Web and Mobile Application Development

EXPERIENCE

Personal Full-Stack Project July 2021 - May 2022

Personal Web App Project | Albany, OR

Tools Used: SvelteKit, Nodejs, Express, Javascript, Thunder Client, Docker, Docker Compose, Kvrocks, Streams

- **Designed and data modeled** the backend by using a key-value store while reducing TCP connections
- **Secured, tested, and error-handled** api by testing endpoints and following OWASP best security practices
- **Researched and developed** a simple, distributed, low latency, and scalable backend application

Lightweight Client Server Chat June 2020 - August 2020

CS 372 Introduction to Computer Networks | Corvallis, OR

Tools Used: Python, pip, socket, sys, time

- **Established** a socket connection between a client file and server file
- **Handled** test cases when input is too small or too large of a payload
- **Allowed** user to only send utf-8 text between the communication channels

One Time Pad September 2019 - December 2019

CS 344 Operating Systems 1 | Corvallis, OR

Tools Used: C, stdio.h, stdlib.h, unistd.h, string.h, stdbool.h, time.h, ctype.h, (more)

- **Implemented** encryption and decryption functions
- **Utilized** a c socket connection to exchange information between a client and server
- **Achieved** relatively large payloads through the socket connection

Traveling Salesman Problem January 2020 - March 2020

CS325 Analysis of Algorithms | Corvallis, OR

Tools Used: C++, fstream, string, vector, stdio.h, math.h, stdio.h, algorithm, time.h, ctime, chrono

- **Wrote** a parser for reading/writing files, and coded the nearest neighbor algorithm
- **Contributed** to writing documentation and implementation of the pseudo code'
- **Collaborated** with three team members to complete project in around a week

Library Simulator March 2018 - June 2018

CS 162 Intro to Computer Science 2 | Corvallis, OR

Tools Used: C++, Inheritance, Classes, Object Oriented Programming (OOP), Pointers, (more)

- **Handled** edge cases when certain objects do not exists
- **Integrated** Classes for checking out movies, books, and albums with the library item class
- **Assigned** classes with functionality like checking out, fining, payment, etc

SKILLS

C++ | Vue | React | Svelte | Javascript / EM6 (ECMAScript 2016) | API | JSON | Express | Nodejs / NPM | SQL | Redis | HTML / HTML5 | CSS / CSS3 | Git/GitHub | UX/UI design | System Administration | Documentation | Leadership | Teaching others | Communication | Docker | OOP (Object Oriented Programming)