

Vincent Villacorta

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EDUCATION

University of California, Irvine

Irvine, CA | Expected Graduation: June 2020

GPA: 3.1 | Pursuing B.S. in Computer Science and Engineering

WORK EXPERIENCE

Client Success Intern (July 2019 – September 2019) – CASEpeer Legal Software

- Responsible for assisting sales and marketing team with uploading document templates using OCR through the company's case management software.
- Tasked with managing and creating new contacts on Hubspot.
- Observed the development team's Agile software methodology and scrum meetings.

IT Support Technician (May 2019 – July 2019) – Blakeley LLP

- Provided technical support for Windows 8 and 10 and troubleshooting for general network issues.
- Responsible for uploading/updating website through DreamWeaver and monitoring bimonthly webcasts.
- Worked on Outlook to create/manage company emails and organizing files.

Quality Assurance Technician (September 2018 – November 2018) – Prism Software

- Responsible for finding bugs and suggesting improvements for updating software products.
- Assisted technical support with replicating bugs and reporting them using JIRA.
- Managed data needed for testing using Microsoft SQL Server.
- Created, organized, and applied test cases to ensure functionality of the software products.

Intramural Sports Supervisor/Official (September 2016 – September 2018) – U.C. Irvine Recreation Center

- Tasked with monitoring other employees, organizing their shifts, and determining their hours worked.
- Required to watch over various levels of sports games and ensure player safety.
- Trained in CPR as well as the campus recreation center's procedure in calling emergency services.
- Led weekly meetings to discuss the week's work and changing/improving the program for weeks to come.
- Mediated conflicts between players/coaches, managed time between officiated games, and handled heavy equipment for the recreation center while standing for long periods of time.

PROJECTS

Othello GUI and AI (May 2018).

- Used Python to implement the game logic of a game of Othello using the Tkinter Library to create a full game with a simple GUI.
- Programmed in C++ to create a compatible A.I. based around a recursive, search-tree based algorithm to play against a human player, other A.I.'s, or itself.

“Mario Rip-Off” Platformer Game (October 2016 – February 2017)

- Led a group of 3 programmers from U.C. Irvine Video Game Development Club to create a PC game.
- Learned C# and Unity to create a Super Mario Bros. clone.
- Generated in-game enemies and optimized jumping physics for a more playable, reactive control response.
- Created pixel art to create the running animation for the character.

TECHNICAL SKILLS

Programming Languages: C, C++, C#, Java, JavaScript, Python, HTML, CSS3, Bootstrap 4

Software: Eclipse, Atom, Visual Studio, Unity, Microsoft Office (Word, Excel, PowerPoint),

Systems: Windows 7/10/Vista, Linux, Macintosh OSX