

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 website media 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.

PROJECTS

Wideband Spectrum Monitor

- Worked with a group of electrical/computer engineers to create a radio frequency monitor that can track and record irregularities under the counsel of the Office of Naval Research.
- Responsible for the secure transfer of files/data through SCP commands.
- Tasked with creating a Python script and GUI that will display and save frequency data.

ATMega32 Microcontroller Music Board

- Designed an embedded system using the ATMega32 microcontroller and an Adafruit speaker.
- Developed a C program that allowed a 4x4 keypad to emulate a sound board with variable frequencies.
- Included an LCD screen that could display several premade songs using a keypad for controls.

“Mario Rip-Off” Platformer Game

- Led a group of 3 programmers from U.C. Irvine Video Game Development Club to create a PC game.
- Programmed scripts in C# for Unity to create a Super Mario Bros. clone.
- Generated A.I. enemies and optimized jumping physics for a more reactive control response.

TECHNICAL SKILLS

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

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

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