Victor Muñoz

Bachelor of Science in Computer Science

Personal Info

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Programming Languages (Proficient)

Python
Javascript

Programming Languages (Familiar)

HTML/CSS
C/C++
Java
SQL

Skills

React / Vue
Bootstrap / Semantic UI
Node.js / Express
MongoDB / Redis
Microservice Architecture
Websocket
Docker

Spoken Languages

English
Spanish

Projects

GatorList:

Full stack web development project utilizing Laravel and Vue.js framework for CSC 648 (Software Engineering)

> The goal of the project was to create a fully functional website where SFSU students can go and look for housing. This project consisted of seven people, in which I took on the role as the frontend lead and used Slack and Trello to distribute tasks accordingly to my team members. As the frontend lead, I set up a skeletal template to make the job easier for my teammates. This included setting up Vue, Vue-Router, VueX and effectively/efficiently communicating with the backend lead to create proper API endpoints.
> Utilized Google Maps APIs such as:
> - Distance Matrix API to calculate distance and commute time from a specified address to SFSU campus.
> - Geocoding API to extract the latitude and longitude of a specific address to place a marker on google maps.
> - Javascript API to draw the interactive Google map.

Agar.io-Clone:

Four person full stack web development project created using Express and React framework for CSC 667 (Internet Applications)

> The goal of the project was to re-create the immensely popular and addicting game "Agar.io". Used vanilla canvas to draw elements on the screen and websockets/redis to properly broadcast player positions to everyone. All game logic was done server side and used microservice architecture to prevent our entire application from crashing in case one backend service is down. Dockerized our application to run in docker swarm mode, this guarantees our application will work on everyone's machines.

Topic Modeling:

Three person Kaggle Python project developed in Jupyter Notebooks for CSC 849 (Search Engines)

> The goal of the project was to tackle the Spooky Author Identification challenge on Kaggle. The challenge was to successfully predict the authors from excerpts of novels from Mary Shelley, Edgar Allan Poe, and H.P. Lovecraft. We split the project into three parts with each team member approaching the challenge with a different procedure. My approach was to create a Latent Dirichlet Allocation model using Python's Gensim library. This model generated a specified number of topics, which I then used to correlate to specific authors.

Education

San Francisco State University:

Bachelor of Science in Computer Science
Senior Electives Included:

- Computer Networks
- Search Engines
- Internet Applications
- Introduction to Databases
- Software Engineering
- Artificial Intelligence

Employment

Olympic Club:

Outside Services (May 2013 - Present)

Impark:

Parking Attendent (June 2016 - September 2018)