

Yonatan Leulseged

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EDUCATION

Sacramento State University | Bachelor of Science in Computer Science May 2022

- Relevant Coursework: Data Structures & Algorithms | Java
Introduction to System Programming in Unix | C
Computer Software Engineering | Project Management

EXPERIENCE

Coding Instructor June 2019 - Sept. 2020

Code Ninjas | Elk Grove, CA

- Guided students through game building projects which consisted of Scratch, JavaScript, CSS, HTML, and Unity3D
- Helped students progress through learning programming by creating games, extensions of games, mods for games like Roblox and Minecraft while establishing a fun, learning environment

Controls Team Member Oct. 2018 - July 2019

Hornet HyperLoop Club | Sacramento, CA

- Worked on physical design and implementation of pod control system electronics.
- Oversaw and assisted with implementation of pod controls and data acquisition using peer to peer network (CAN BUS) which resulted in increases in product efficiency and performance.

Mentor Aug. 2016 - Mar. 2017

Martin Luther King Library | Sacramento, CA

- Assisted students with assignments and projects related to school
- Provided technical support to library staff with data intensive tasks (logging, organizing, sorting)
- Managed meetings and organized areas for fundraisers and events

PROJECTS

Electrical Company Web Service - Repo: <https://github.com/YonatanLeulseged/Electrical-Web-Service>

- Lead a team using Scrum framework to create and deploy a web service which manages users and electrical rate plans
- Implemented through JDK 11 with Spring Boot, JPA, hibernate, and H2 database (Java)

Ticket Viewer - Repo: <https://github.com/YonatanLeulseged/TicketViewer>

- A program that connects to Zendesk's API and requests support tickets through your account which can be displayed in a variety of different viewing options through command line
- Implemented with Java and frameworks such as Google's Gson and Rest Assured for validating and testing

SKILLS / TECHNOLOGIES

Technical Skills

- Programming Languages: Java, Python, Javascript, HTML, JSON, C
- Frameworks: SpringBoot, JPA, Java.Swing, Agile, Scrum
- Tools: Postman, Eclipse, Maven, Spring Tool Suite, REST, Node.js, Linux, Vim, Git, HTTP