



Joel Muniz

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Bilingual-Spanish & English

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Education

B.A in Computer Science and Engineering

Expected: June 2024

University of California, Riverside (UCR)

Relevant past coursework: Data Structures and Algorithms, Software Construction, Logic Design, Embedded Systems, Discrete Structures, Automata and Formal Languages, Information Retrieval, Technical Communications, Probability and Statistics.

Relevant current coursework: Design of Operating Systems, Design and Architecture of Computer Systems, Artificial Intelligence, Formal Logic.

Technical Skills

Languages: C++, C, Python, Java, Javascript, React, CSS, HTML

Developer Tools: Visual Studio Code, Git, GitHub, Linux Commands, GTest, Valgrind, GDB, CMake, Flask, Tailwind, node.js

Projects

Challenge of the Idol Frog | C++, CMake, GTest, Github, Valgrind

- A text based game that follows a traditional RPG.
- Worked with three other team members.
- Designed and developed classes focused around the player.
- Used Google Tests and Valgrind to determine whether a function works correctly without memory leaks.
- Used Github for project development.

Reddit Crawler | Python, HTML, Flask

- A data retrieval project that crawls reddit posts containing key phrases and collectively sorts the data by key features such as number of upvotes, number of comments, number of replies per comment, and time posted.
- Worked with three other team members.
- Searched and fixed bugs.
- Implemented a search engine using flask framework that displays the collected reddit posts using a ranking algorithm.
- Used Github for project development.