

# Alex Colmenero

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## Education

**University of California, Berkeley**

08/2017 – 05/2021

B.A. Computer Science

**Coursework:** Data Structures, Discrete Mathematics and Probability Theory, Linear Algebra and Differential Equations, Machine Structures, Algorithms, Operating Systems, Introduction to Database Systems

**In Progress:** Computer Security, User Interface Design and Development

## Experience

**Págame** – Software Engineering Intern

08/13/2020 – Present

- Developing the iOS mobile application for the Págame Bolivia initial product in Swift
- iOS prototype used to display to investors initial functionality of Págame product
- Working on the creation of the Págame website API using AWS

**Computer Science Undergraduate Association (CSUA)** – Officer

10/2018 – Present

- Contributed to hosting technical events with companies interested in recruiting on campus such as Yelp, Quantcast, and Amazon
- Responsible for managing the CSUA office space and working with other officers to keep a comfortable and assessable office space for undergraduate students
- Held office hours at the CSUA office where students of CS61B and other lower division classes could seek help

**UC Berkeley Computer Science Department** – Academic Intern

06/2018 – 05/2020

- Previously assisted in Data Structures (CS16B) and Structure and Interpretation of Computer Programs (CS61A)
- Hosted office hours multiple days a week for students to attend and ask questions to build a better understanding of the material
- Worked with over 1000+ students a semester depending on enrollment

**Introduction to Mathematical Thinking** – Student Instructor

01/2019 – 05/2019

- Created assignments and quizzes for an introductory Computer Science and Math course, that were used as in class materials, as well as holding weekly office hours for enrolled students
- Graded weekly assignments and quizzes for 100+ students
- Frequently updated course website using HTML and Git

## Projects

- **Pathway Pursuit** (2/2020): Designed video game in Unity Engine using C# where you play as a knight who fights evil flying creatures
- **InScope** (07/2019): Constructed a social media website that is focused around Astrological compatibility with the people you align with (follow) allowing you to build a profile and interact with other users, built using PHP, SQL, and HTML/CSS
- **Enigma** (02/2019): Simulated the Enigma Cipher used in World War II to encrypt and decrypt many alphabets built in Java

## Skills and Tools

**Proficient:** Java (3 Years), C (2 Years), Python (3 Years), SQL (2 Year), Git, LaTeX, HTML/CSS

**Familiar:** C++, C#, PHP, Scheme, Node.js