

ADAM MARTINEZ

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EDUCATION

University of California, Santa Cruz

- Bachelors of Science (B. S) - Computer Science
- GPA: 3.6
- Expected Graduation: June 2026
- Relevant Courses: Computer Systems and C Programming, Introduction to Machine Learning, Data Structures and Algorithms, Analysis of Algorithms, Computer Architecture, Computer System Design, Artificial Intelligence

SKILLS

- Languages: Python, C, JavaScript, TypeScript, C#, HTML, CSS, Sass
- Technologies: ReactJS, NodeJS, MySQL, Ubuntu, Linux, Firestore
- Tools: Git, Visual Studio, VS Code, Shell, npm, Webpack

PROJECTS

Guitarism (Full Stack Developer)

DEC 2023 — FEB 2024

- Sketched, designed, and developed a website for creating and sharing tablature musical notation for guitar compositions. Built with TypeScript and ReactJS.
- Extended backend with Firebase to support a public library of guitar tablature written by Guitarism users.
- Leveraged external libraries to enable musical and creative immersion through built-in note player.
- Gained experience gathering and working with multiple libraries to fabricate a particular design vision, and building scalable software that supports connection and collaboration.

Compendium (Full Stack Developer)

AUG 2023 — DEC 2023

- Built a comprehensive note-taking web application for books and literary works to help fellow students, allowing for the creation, modification and deletion of data on the part of the user. Developed using Typescript and ReactJS.
- Integrated Google's Books API to streamline the library entry creation process, enabling users to query for title, author, and year, automatically building entries for selected books and uploading them to the user's library.
- Extended project with a backend API and user registration/authentication system created in NodeJS to manage user data, libraries, and notes across multiple browser sessions and devices.
- Organized user information within a MySQL database to facilitate the retrieval from and distribution of data from the API to the application frontend.
- Obtained experience building, producing, publishing, and maintaining a REST API for a full-stack web application.

Heart of the Gulf (Frontend Developer and Designer)

AUG 2023 — SEP 2023

- Designed and developed a mock restaurant website
- Built with JavaScript and ReactJS, and incorporated responsive navigation bar and user-interface that is integrated with the in-site takeout menu, enabling customers to create, modify, and send orders.
- Obtained valuable problem-solving skills relevant to JavaScript and React and a deeper understanding of their designs and integrated methods which made future web-development projects possible.

ORGANIZATIONS

FIRST Robotics Team 702 - Lead Programmer and Control Systems Engineer

MAR 2020 — JUL 2021

- Lead the Programming and Control Systems sub-team for FIRST Robotics Competition Team 702 the "Bagel Bytes" based in Culver City, CA.
- Developed remote control and autonomous systems in Java for use in and out of competition, and designed, configured, and experimented with the electrical systems present on our robots.
- Collaborated with other sub-team heads to develop our competition-ready builds.
- Trained new members in Java programming and electrical system design.
- Co-headed the sub-team in 2019 until being promoted to sub-team head in 2020, remaining in the position until 2021.

Society of Hispanic Professional Engineers (SHPE)

SEP 2024 — Present

- Regularly participated in strategy and outreach meetings, constantly seeking to involve more like-minded students in organization activities.
- Communicated and collaborated with fellow hispanic engineers and students to develop skills and projects.
- Assisted in curating an inclusive, supportive environment for hispanic engineers of different backgrounds and skill sets.