ADAM MARTINEZ

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SKILLS

- Languages: Java, Python, C, Javascript, TypeScript, HTML, CSS, Sass
- Technologies and Frameworks: ReactJS, NodeJS, MySQL
- Tools: Git, Visual Studio, VS Code, Shell, npm, Webpack

PROJECTS

Portfolio Website   July 2023

- Designed a succint portfolio website in Javascript with ReactJS in order to document my progress as a developer, accomplished by successfully building and deploying to the web with Netlify.
- The project enables me to share my work with my peers and potential employers, and provides a personal measure for my own progress, inspiring me to move forward in my development career.

Heart of the Gulf   Aug 2023

- Designed and developed a mock restaurant website with the primary aim of improving my abilities as a front-end web developer.
- The frontend was built with Javascript and ReactJS, and incorporates responsive navigation bar and user-interface that is incorporated with the in-site takeout menu, enabling customers to create, modify, and send orders.
- The project provided me with valuble problem-solving skills relevant to Javascript and React as well as a deeper understanding of their design and integrated tools which made my future frontend projects possible.

Compendium   Aug 2023

- Built a comprehensive note-taking web application for books and literary works with the goal of making an application that could be useful to students like myself that worked with data that users could create, update and delete entries.
- The project was developed using Typescript and ReactJS, enabling users to develop a dynamic virtual 'library' with a collection of notes organized by book entry.
- Successfully integrated Google's Books API, streamlining the library book submission process with a powerful book search enabling users to query for title, author, and year, automanically creating entries for selected books and pushing them to the user's library.
- The project gave me valuble hands-on experience in data management and CRUD operations with Javascript, and with responsive web user interface design by incorporating technologies like Sass to steamline and organize the visual styling of the site.

ACHIEVEMENTS

FIRST Robotics Team Lead Programmer and Control Systems Engineer   MAR 2020 — JUL 2021

I lead the Programming and Control Systems sub-team for FIRST Robotics Competition Team 702 the "Bagel Bytes". My responsibilities included developing remote control and autonomous systems in Java for use in and out of competition, and designing, configuring, and experimenting with the electrical systems present on our robots. I collaborated with other sub-team heads to develop our competition-ready builds, and trained new members in Java programming and electrical system design. I co-headed the sub-team in 2019 until being promoted to sub-team head in 2020, remaining in the position until I graduated high school in 2021.

EDUCATION

University of California, Santa Cruz   SEP 2022 — JUN 2026

- Computer Science, Bachelors of Science
- GPA: 3.55
- Relevant Coursework
  - CSE 13S (Computer Systems and C Programming)
  - CSE 12 (Computer Systems and Assembly Language)
  - CSE 30 (Programming Abstractions in Python)