

ADAM MARTINEZ

adammartinezdev@gmail.com • +1 (310) 383-0682 • adamnmartinez.com • github.com/adamnmartinez

EDUCATION

University of California, Santa Cruz

- Bachelors of Science (B. S) - Computer Science
- GPA: 3.55
- Expected Graduation: June 2026
- Relevant Coursework
 - CSE 13S (Computer Systems and C Programming)
 - CSE 30 (Programming Abstractions in Python)
 - CSE 120 (Computer Architecture)
 - CSE 101 (Data Structures and Algorithms)

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 tablature musical interpreter and note player.
- Gained experience gathering and working with multiple libraries to fabricate a particular design vision, and building scalable software that supports interactive user-to-software and user-to-user connection and collaboration.

Compendium (Full Stack Developer)

AUG 2023 — DEC 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, 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 with a powerful book search, enabling users to query for title, author, and year, automatically building entries for selected books and pushing them to the user's library.
- Obtained valuable hands-on experience in data management and CRUD operations with Javascript, and with responsive web user interface design by incorporating technologies like Sass to streamline and organize the visual styling of the site.
- Extended project in December 2023 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 with the primary aim of improving my abilities as a front-end web developer.
- Build 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 as well as a deeper understanding of their designs and integrated methods which made future web-development projects possible.

ACHIEVEMENTS

FIRST Robotics Team Lead Programmer and Control Systems Engineer

MAR 2020 — JUL 2021

- Lead the Programming and Control Systems subteam 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 subteam heads to develop our competition-ready builds.
- Trained new members in Java programming and electrical system design.
- Co-headed the subteam in 2019 until being promoted to subteam head in 2020, remaining in the position until 2021.

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