Adolfo Sanpedro Gante

US Citizen

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Technical Skills

Languages: C, C++, Java/Scala/Clojure/Kotlin, Python, HTML/CSS, JavaScript, C#, LaTeX, Cobol, Fortran, Rust
Developer Tools: Git/GitHub, VSCode, Vim, Visual Studio, Command Line, Unity
Technologies: Linux/Unix, Raspberry Pi, Arduino, Ender-3, Ultimaker Cura
Frameworks: React, JUnit

Education

California State University San Marcos   **San Marcos, CA**
Bachelors of Science in Computer Science, 3.67 GPA   *2023 - Anticipated Graduation 06/25*
- Data Structures, Algorithms, Linear Algebra, Networking, Software Engineering

Palomar College   **San Marcos, CA**
Associates of Science in Computer Science, 3.00 GPA   *Graduated 2023*
- Linux Fundamentals, Assembly Language, Calculus

Projects

Resume - Career Procurement   **Spring 2024**
- Utilized LaTeX and MiKTeX compiler to create clean Harvard styled resume.
- Resume contains multiple sections showcasing skills, education, projects and experience.
- The goal of the project is it discover a work place that suits my skillset and experience.
- The project lead is hopeful and ongoing in this endeavor and thanks YOU for your consideration.

3x3 Macropad - Embedded Systems   **Summer 2023**
- Raspberry Pi Pico Mircocontroller is being used to drive the program.
- Program is written in Circuit-Python made for low level hardware.
- Utilizing an FDM 3D printer to print a 2 piece case for the Raspberry Pi Pico, key switches.
- Raspberry Pi Pico is hand soldered to key switches.

catpictures.xyz - Web Development   **Fall 2023**
- Utilizing multiple APIs to load responsive content.
- TheCatAPI fetches random images of cats.
- Advice Slip JSON API fetches random advice slip to caption images.
- Site is built using the React Framework, HTML/CSS, JavaScript/JSX.

Banking System - Network Programming   **Spring 2024**
- Simplified Banking System utilizing Python Sockets over UDP.
- Server and Client communicate utilizing Python Pickle to send messeages.
- Clients are able to login, send/receive transactions and view transactions.
- Server is able to authenticate clients, approve/reject transactions and handle multplie clients.

Math Arcade - Game Development   **Spring 2024**
- Developed in the Unity Game Engine and used C scripts to implement game logic.
- Worked in a team of 4 to develop an algebra based learning video game.
- Implemeted Unity's Authentication and Cloud Save Packages to store user data.
- Developed multiple game modes and built in teaching reasources.

Work Experience

Island's Restaurant   **Vista, CA**
Line Cook   *2022 - Present*
- Managed a line of five cooks, delegating tasks, coordinating rest periods and meal breaks.
- Communicated with management regarding prepped recipes and food orders.
- Stationed at Fry, Salad, Grill and Acting Prep cook. Started as dishwasher.