

ADOLFO SANPEDRO GANTE

US Citizen

✉ adolfogante@gmail.com 📞 [+1-760-498-4391](tel:+17604984391) 🔗 [linkedin.com/in/adolfogante](https://www.linkedin.com/in/adolfogante) 🐙 github.com/adoante adolfogante.com

Technical Skills

Languages: C, C++, Java, Python, HTML/CSS, JavaScript, C, Cobol, Fortran

Developer Tools: Git/GitHub, VSCode, Vim, Visual Studio, Command Line, Unity

Technologies: Linux/Unix, Raspberry Pi, Arduino, Ender-3, Ultimaker Cura

Frameworks: React

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

Palomar College

San Marcos, CA

Associates of Science in Computer Science, 3.00 GPA

Graduated 2023

- Linux Fundamentals, Machine Organization & Assembly Language, Calculus I & II

Projects

Resume - Career Procurement

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.
- Implemented Unity's Authentication and Cloud Save Packages to store user data.
- Developed multiple game modes and built in teaching resources.

3x3 Macropad - Embedded Systems

Summer 2023

- Raspberry Pi Pico Microcontroller 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 messages.
- Clients are able to login, send/receive transactions and view transactions.
- Server is able to authenticate clients, approve/reject transactions and handle multiple 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.
- Implemented Unity's Authentication and Cloud Save Packages to store user data.
- Developed multiple game modes and built in teaching resources.

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.