Antonio Edwards, Jr

Computer Science Intern

Foster City, CA 94404 • antonile@uci.edu • (650) 484-9100

EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE   **Irvine, CA**

Major in Computer Science, Bachelors   **2021 - Current**

Outreach Committee member for the National Society of Black Engineers (NSBE) at UCI

Relevant Coursework: Introduction to Programming, Programming With Software Libraries, Intermediate Programming, Programming in C/C++ as a Second Language, Internet Technologies and their Social Impact, Boolean Logic and Discrete Structures, Discrete Mathematics, Linear Algebra, Data Structures and Algorithms, Introduction to Software Engineering, Principles of System Design, Information Retrieval, Principles of Operating Systems

LEADERSHIP

Project Interface Lead   **Irvine, CA**

University of California, Irvine - Business Management Association (UCI BMA) Pitch Competition   **2024**
- Steer a team of skilled engineers, ensuring a seamless integration of technical insights into project planning
- Use a technical lens to identify target customer profiles and industry pain points

TECHNICAL SKILLS

- Python, C, C++, SQL, HTML/CSS, MIPS Assembly, Vim, Git, Slack, Flask,

PROJECTS

Search Engine With Flask Framework

As a key contributor to the development of a sophisticated Fullstack search engine, I collaborated with a team member to create a robust and efficient search tool. The project involved crafting a seamless integration of Python for backend functionality and HTML/CSS for the frontend interface. Leveraging the Flask framework, we successfully established a robust connection between both ends, ensuring a smooth user experience.

Airport Database Project

Developed a comprehensive airport database featuring a curated selection of 100 global airports. Leveraged SQLite to proficiently organize and manage the data, ensuring seamless integration and efficient retrieval. Accessible through an intuitive Graphical User Interface (GUI) crafted using Python's tkinter library.

Battleships in MIPS

Designed and implemented a Battleships game using the MIPS assembly language, featuring an intricate GUI. This project showcases my proficiency in low-level programming and assembly language, demonstrating the ability to create a visually compelling gaming experience in a challenging environment.

WORK EXPERIENCE

SALES ADVISOR   **San Mateo, CA**

H&M   **2022 - Current**

Worked with a team of 30+ employees to deliver excellent customer service and organize weekly shipments