

Alex Martinez-Lopez

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SKILLS

- Technical Skills: C++, Python, Java, C, Linux, Mac OS X, Windows, Excel, Android, SQL, JavaScript, CSS, HTML
 - Languages: Spanish (Native), English (Native)

EDUCATION

Portland State University | Bachelor of Science in Computer Science

Expected June 2026

- Relevant Coursework: Discrete Structures, Data Structures, System Programming and Architecture, Algorithms & Complexity, Programming Methods and Software Implementation, Elements of Software Engineering, Intro To Operating Systems, Intro To Database Management Systems, Internet, Web, and Cloud Systems

PROFESSIONAL EXPERIENCE

General Merchandise

June 2019 - July 2022

Target | Portland, OR

- Coordinated numerous jobs within the company, including working as a stocker, cashier, and having to fulfill online orders.
 - Ensured the product was set, in-stock, accurately priced, and signed on the sales floor
 - Helped with delivery to customers by owning pick, pack, and ship fulfillment work of 100+ orders a week

Pharmacy Delivery Driver

July 2024 - Present

- Delivered prescription m

- Help organize the pharmacy by preparing orders

ACADEMIC PROJECTS

Carcassonne Board Game

GitHub Link: <https://github.com/v-rob/Carcassonne.git>

- Helped create Carcassonne, the board game, using Java as a group project. All rules were applied and is a multiplayer game.

Mastermind Game

GitHub Link: <https://github.com/Alexm0223/Mastermind>

- Implementing the game of Mastermind in C programming.
 - Rules implemented: Individual digits of the code will be drawn from hex digits [0-9, a-f], 6 digits per code, X's and O's are printed after each guess if it's the correct value, and/or position, 20 guesses per code