Alexandro Fuentelzas
alex271@live.com
571-581-0217
alexandrofuentelzas.com

Education

George Mason University, Honors College - Current Under-Graduate Student Pursuing Computer Science Degree, Bachelors of Science - Anticipated Graduation Date: Spring, 2021 - **Current GPA**: 3.7
Dean's list (2017)

George C. Marshall High School - Spring, 2017 - *Advanced High School Diploma* – GPA 3.57

Work Experience

- **Noodles & Company** (2016 – 2017) – Team member – Worked as a cashier and assisted in expo by adding toppings to food as well as help customers.
- **Carpet Installment** (2013 - 2017) - Worked with my father installing carpet as a part-time job.

Technical Skills

- Programming Languages: Python, JavaScript, Java,
- Frameworks: React Native
- Web Development: HTML, CSS
- Operating Systems: Windows, Unix, Linux
- Languages: Spanish and English
- Applications: Microsoft Word Certified, Excel, and PowerPoint

Activities and Leadership

- **Student-Run Computing and Technology Club** - (2017 - Present) – Contribute to the development of cross-platform applications/websites for students at George Mason that are composed of C++, Java, and Python
- **High School Football** (2014-2015) **–** Freshman defensive tackle and offensive guard / JV starting Guard and 2nd string defensive tackle
- **Make a Wish Foundation** (2014-2015) - Participated in various fundraisers in which all funds were used to make the wish of children with terminal illnesses or diseases come true
- **Spanish Honors Society** (2015-2017) - Member of the Spanish Honors Society. Tutored under and upperclassmen with Spanish as well as volunteered and participated in Community Service with the members of the honor society.
- **Track & Field** (2013-2014) - Participated in sprints and played for the varsity shot-put team my freshman year.
- **Operation Smile** (2010-2013) - Helped medical staff attend cleft palate victims prior to operation. Comforted the children with cleft palate/lips before their surgical procedures took place.

Project

- **Tetrimonoes** (2018) – Developed the classical game, Tetris, by mapping the Cartesian coordinate system using 2D lists in python.