Alex Salazar

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EDUCATION

Queens College, City University of New York (CUNY) Flushing, NY
Bachelor of Arts in Computer Science December 2020
Relevant coursework:
Data Analytics, Advanced C++, Algorithms, Principles of Programming, Linear Algebra, Software Engineering, Databases, Operating Systems, Java Programming, Web Programming, Theory of Computation, Data Structures in C++ and Java, Computer Architecture

Borough of Manhattan Community College (BMCC), City University of New York (CUNY) New York, NY
Associate of Science in Computer Science December 2017

SKILLS & INTERESTS

Programming: Java, JavaScript, C++, HTML, CSS, Python, Game Maker Studio Language, TSQL
Technologies: Git/GitHub, Android Studio, Boot Strap, React, Figma, Blender, Unreal Engine, Godot Engine, Blender, Node.js, Django, Google Cloud Console
Spoken Languages: Spanish (Native), Italian (Conversational)
Interests: Video Game Development, Literature, Writing, Film, Design, Music Composition, Cooking

PROJECTS

Memory Manager November 2020

- Created a memory manager class in C++ that takes a chunk of memory from the heap and uses pointers and linked lists to allocate and deallocate memory from that chunk accordingly.
- Included in this project is a Big Integer class which is handled by the memory manager, the Big Integer class allows the user to input big numbers beyond the storage capacity of integers, doubles, and long data types and stores the input as strings.
- The Big Integer class through string manipulation can multiply, divide, subtract, and add numbers.

Safe Matrix October 2020

- Created a templatized Safe Array class and derived a two Dimensional templatized Safe Matrix class in C++.
- The Safe Matrix class which is created by overloading the Safe Array brackets allows the user to specify the upper and lower bounds of the matrix.
- The Safe matrix can be copy constructed, printed and allows for two-dimensional matrix multiplication.

Chalk December 2019

- Implemented a web-based application of a learning management system in a team of 3 which allows teachers to create courses, add quizzes and post assignments.
- Designed webpages using Figma and Created the web pages using React, HTML and CSS.
- Used Google's Classroom API, to store and keep classroom information persistent across all invocations

Self Avoiding Walk September 2019

- Created a program using Java which records statistical information from 1000 threads in java in which each thread Simulated 10,000 Self Avoiding Random walks.
- Counted and stored each successful walk inside of an object.
- Collected data from all the successful walks and calculated for FSAW(N) and the mean for the End-to-End Squared distance

Bank Database March 2019

- Created a bank database using Java to simulate actions such as storing users and creating credit and checking accounts.
- Used Java to implement a Hashmap and an Array List which allows administrators to find or delete a user account in O(1) run time.
- Created a custom API with functions to allow the user to perform transactions such as depositing, withdrawing, and transferring funds between accounts.

RELEVANT EXPERIENCE

CUNY Tech Prep New York, NY
Software Developer Student Jun 2019 – Jun 2020

- Selected for a full stack JavaScript training program, as one of 125 students out of 400+ applicants
- Learn in-demand technologies like React, Node + Express, and PostgreSQL as well as industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & Scrum with Trello and Slack