Andres Trujillo

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Education

08/2020 – 05/2024
Pittsburgh, United States

BS Computer Science, University of Pittsburgh
3.77 GPA; Honors College; Computer Science Club; Underrepresented Minorities in Computing Club; Latinx Student Association; Dean's List all semesters

09/2016 – 06/2020
Scotch Plains, United States

High School Diploma, Scotch Plains-Fanwood High School
4.4 GPA; High Honor Roll; Cross Country Team; Track Team; Interact Club; Mindfulness Club; Relay for Life

Professional Experience

08/2019 – 08/2021
Mountainside, New Jersey

Maintenance Worker, Mountainside Community Pool
- Ensured the safety of patrons by checking the pH and chlorine levels of the pool on an hourly basis.
- Skimmed pool surface, cleaned eating area, and performed hourly wipe-downs of door handles and railings on an hourly basis to maintain a clean environment for patrons.

07/2018 – 09/2018
Scotch Plains, New Jersey

Ride Operator, Bowcraft Amusement Park
- Maintained excellent customer service by greeting guests and ensuring their safety as they enjoyed the park's attractions.
- Ensured that all aspects of the ride cycle comply with normal safety procedures to guarantee a safe experience for guests.

Projects

10/2018 – 01/2022

Pig Game
Wrote a program in both Java and Python for the dice game of "Pig."
In this game the user is to roll an imaginary die (1-6) and so long as the user does not roll a 1, the number they roll is added to their points count. The end goal is to get up to 100 points. After each roll, they will have the option to hold and end their turn, or keep rolling. The user can get very close to 100 if they continue rolling, or lose everything they have rolled that turn if they roll a 1. The user is also playing against the computer, which follows the same rules.

10/2021 – 10/2021

Meteor Storm Game
In this game, the user controls a spaceship and their objective is to destroy meteors before it destroys them. Employing what I learned from the CS0447 Computer Organization and Assembly Language course taught by Jarrett Billingsley at the University of Pittsburgh, I was able to make this game in MIPS Assembly Language.

11/2021 – 12/2021

Josephus List Problem
Using Data Structures and what I learned from the CS0445 Data Structures and Algorithms course taught by Timothy Hoffman at the University of Pittsburgh, I created a program that performs the Josephus Permutation utilizing doubly-linked lists. This program reads in the names of professors in the CS department at Pitt, and it counts out every professor in an order that depends on the user's input until one remains.

Skills

Languages: (English, Spanish) | **Programming Languages:** (Java, Python)