

# Angelo Reyes

---

Sunnyvale, CA · (408) 645 4728 · [areyes24@mail.sfsu.edu](mailto:areyes24@mail.sfsu.edu) · [angiereyes99.github.io](https://angiereyes99.github.io)

## Education

### San Francisco State University

Aug 2017 - May 2021

- Bachelors in Computer Science | 3.5 GPA
- Technical Coursework: Data Structures, Machine Structures, Discrete Math, Linear Algebra, Software Development, Analysis of Algorithms, Operating Systems, Introduction to Databases

## Technical Skills

- Languages: Java, Python, JavaScript, HTML/CSS, C, C++, Swift, R, SQL
- Technologies/Frameworks: Git, Django, Pandas, Node, React, NumPy, Linux, MongoDB, RStudio

## Experience

### Software Engineering Intern at [OmniVision Technologies](#) | Santa Clara, CA

May 2019 - Aug 2019

- Created company-internal tools, 2 front-end interfaces, and libraries to improve employee productivity.
- Leveraged Django to store and access marketing and sales data to be used by productivity applications.
- Responsible for the full-stack design; Javascript, Python, Django, MySQL, Pandas, HTML/CSS.
- Implemented unit and integration test scripts to test web application functionalities.

### Research Assistant for [Twitter Spam Detection](#) | San Francisco, CA

Sept 2019 - Jan 2020

- Assisted in analyzing data with machine learning tools to detect spam/bot accounts on Twitter.
- Collected data from Twitter using scripts run on Jupyter Notebook. (Python, SQL)
- In addition to machine learning, gained hands-on experience with cyber-security and big data.
- Supervised under San Francisco State University's CS Department.

### Research Assistant for [Stanford Mobile Application](#) | San Francisco, CA

March 2020 - current

- Incoming research in designing and deploying an iOS application to monitor daily physical activities.
- In collaboration with Stanford Medicine in monitoring health and wellness.
- Supervised under San Francisco State University's CS Department.

## Projects

### [3D Raycaster Engine](#) | Java

- Implemented a first-person 3D renderer/raycaster that renders pixels and points on map.
- Utilizes Java graphics and player controls for users to interact with the 3D map.
- Implemented and rendered textures on walls using javax.

### [Simple Shell](#) | C

- Developed a shell script that utilizes user prefixes and C exec functions to prompt terminal commands.
- Implemented child and fork processes to correctly run the script.

### [Portfolio Website](#) | HTML/CSS, JavaScript

- Designed and developed my personal website holding my contacts, selected projects, and industry experience to practice my web development skills.

## Extracurricular

### NCAA Division II Athlete | Wrestling

Aug 2017 - Present

- Academic All-American (2017 - Present)
- 2019-2020 season starter; competed in Division 2 Super Region 6 tournament.

### Course Assistant / Grader

Sep 2019 - Present

- Assisting professor in intro to Java programming course (CSC210)
- Tested and used automated grading tools.

### ACM Tutor

- Incoming tutor for CS majors from courses from CSC210 - CSC 510 under ACM Organization.