

## Alex Rivera

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## Objective

Detail-oriented Computer Science graduate with a strong foundation in C++ programming and object-oriented design. Seeking an entry-level role to apply technical skills in software development and contribute to cutting-edge projects.

## Education

### Bachelor of Science in Computer Science

University of Illinois, Chicago, IL

Graduated: May 2024

- Relevant Coursework: Object-Oriented Programming, Algorithms, Operating Systems, Computer Networks

## Skills

- **Languages:** C++, C, Python
- **Frameworks/Libraries:** Boost (basic), STL, OpenGL (basic)
- **Tools:** Git, Visual Studio, GDB, CMake
- **Other:** Data structures, Algorithms, Multithreading, Object-Oriented Programming (OOP)

## Projects

### Game Development Project

- Developed a simple 2D game using C++ and SDL, implementing basic game mechanics such as collision detection and scoring.

### Student Record Management System

- Created a command-line system for managing student records using file handling in C++.

## Experience

### Software Developer Intern

TechGen Solutions, Chicago, IL

June 2023 – August 2023

- Assisted in the development of a C++-based simulation engine.
- Worked with senior developers to optimize algorithms for performance improvements.

- Participated in code reviews and debugging sessions.

## **Certifications**

- C++ Fundamentals – Udemy