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Education

Cal Poly San Luis Obispo *B.S Computer Science, School Of Engineering, 3rd Year*

Personal Experience/Projects

Working Within Godot To develop a small game 2023

Small Platformer

- Introduced a new atmosphere for programming
- Helped develop an understanding of working on big projects

Creating Animations Using Animation Software & Scripts 2020-2023

Worked on Animations in Blender

- Learned a new workflow of creating Animations
- Physics scripts written to imulate real life physics as well

Working In A Linux Environment Summer of 2022-23

- Working on and modding an old ThinkPad x220
- Developed experience in a Linux environment
- Understood more of the system and hardware behind laptops

Tape Archive Program in C 2023-2024

I developed a tape archive following the USTAR header format in C programming language. has the functionality to

- archive data in USTAR header format
- Extract data from an archived file
- list files and directories contained within an archive

Work Experience

Summer Job For Uncle Summers of 2017 – 2019

Gardner

- Watered a garden of plants daily
- Helped teach discipline at an early age waking up early to work
- Exercised researching into a subject I wasn't familiar with

Skills

Programming Languages:

- | | |
|----------|----------|
| - Python | - Java |
| - C | - RISC-V |
| - C++ | |

Software:

- Linux - Windows - MacOS

Relevant Courses:

- | | |
|--|-----------------------|
| - Data Structures | - System Programming |
| - Computer Organization | - Discrete Structures |
| - Object Oriented Programming and Design | - Computer Security |
| - Software Engineering | - Algorithms |