Elijah Atienza

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EDUCATION

Edmonds College, Running Start Program, Edmonds, WA September 2020 – June 2022
GPA: 3.68 | *Completed 60 Credits – Bachelor of Science in Computer Science*

Western Washington University, Bellingham, WA September 2022- June 2026
GPA: 3.62 | *Relevant Coursework: DSA, DBMS, AI, Computer Architecture*

SKILLS & CERTIFICATIONS

Languages: Python, JavaScript, Java, C, C++, SQL, HTML, CSS
Technologies & Frameworks: React, Node, Express, MongoDB, PyTorch, Anaconda, Git, Docker, Vite
Awards & Certifications: Edmonds College High Honor Roll (5 consecutive quarters)

PROJECTS

ePortfolio | HTML, CSS, JavaScript, January 2024 – Present

- Integrated the OpenWeatherMap API using JavaScript, enabling the dynamic retrieval and display of real-time weather data for multiple locations, enhancing user experience with interactive and responsive content.
- Enhanced user interaction by implementing client-side form validation and integrating Google Apps Script for seamless data collection, processing over 200 submissions with a 95% error-free rate.

Snake Agent | Python, PyTorch, Anaconda December 2024 – January 2025

- Developed and trained an AI agent to play snake using PyTorch and reinforcement learning with a fully connected neural network, improving decision-making accuracy by 20% compared to initial baseline results.
- Managed a virtual environment through Anaconda to create a dedicated environment for the AI Snake game, ensuring easier integration of dependencies like PyGame, NumPy, and Matplotlib.

Tic Tac Toe Agent | Python, CLI, GitLab September 2024 – November 2024

- Implemented a depth-limited MiniMax Algorithm utilizing a heuristic function from Game Theory principles for an optimal AI Agent opponent.
- Engineered OOP game architecture with efficient game tree traversal, node expansion, and win/draw logic for smooth player-AI interaction.

Woogle, Search Engine Simulation | Java, CLI October 2022 – December 2022

- Coordinated with a team of three implementing a search engine utilizing a recursive web crawler to index and store pages in a Serializable Inverted Index.

X16, 16-bit computer | C, Assembly December 2022 – March 2023

- Created an assembler to process x86 assembly instruction files, utilizing a two-pass decoding approach to resolve labels and convert instructions applying bit manipulation to convert into image files compatible with an emulator.
- Developed a software emulator for a non-pipelined single-cycle x16 processor, decoding 16-bit binary instructions with a 4-bit opcode from image files.

WORK EXPERIENCE

Busser & Host May 2024 – September 2024

- Consistently communicated and collaborated with the service team to maintain a smooth flow of operations.
- Demonstrated strong organizational and efficiency skills in fast-paced environments.