

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

Crusader Travels | React, Node, Express, MongoDB, TailwindCSS January 2024 – Present

- Collaborated in a 5-person team to develop a full-stack MERN travel planning app integrating Amadeus and Geopify APIs to source real-time flight/hotel data and automate city autocomplete.
- Designed a RESTful Express.js API with CRUD operations for secure user authentication (JWT), trip management, and MongoDB storage, handling itinerary updates for flights, hotels, and events via 15+ endpoints.

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.

Ravenous | React, Node, Express, MongoDB, TailwindCSS January 2024 – Present

- Built a Yelp-inspired React app integrating Yelp API for real-time restaurant discovery, enabling dynamic search/filtering and user authentication via JWT.
- Designed a secure Node.js/Express.js backend using MongoDB/Mongoose for user data modeling, featuring bcrypt password hashing, token-based authentication, and RESTful CRUD endpoints for profile management and API query handling.

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.

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.