Diego Barrales

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EDUCATION

California State University, Fullerton

Bachelor of Science, Computer Science   Expected Graduation: May 2024

GPA: 3.65   Fall 2022 Dean's List

RELATED COURSES

Computer Organization & Assembly Lang   Calculus I
Swift Programming   Calculus II
Cybersecurity Foundations & Principles   Mathematical Structures I
File Structure & Database   Mathematical Structure II
Operating System Concepts   Statistics Applied to Natural Sciences
Software Engineering   Fundamental Physics: Mechanics

PROJECTS

Portfolio Website: Year: 2023
- I used HTML/CSS/Javascript to create a more cohesive and stylized website all about me!
- I was able to learn JQuery to create an interactive experience and automate the process of creating project cards

Link to Website: https://barrales-d.github.io/

Hackathon, TuffyHacks: Year: 2021
- I worked together with a team, The Sustainers, to create a website with a clean, user-friendly interface. This experience taught me HTML, CSS, and JavaScript.

Link to dev post: https://devpost.com/software/the-sustainers

Console Graphics: Year: 2023
- I created a mini 2D graphics library in C++ for the console/terminal.
- Which is able to create Rectangles and Squares, Circles and Ellipses, Lines, and Triangles with one color, or interpolate with three colors using barycentric coordinates! I also made text rendering available with a Pico-8 style font.

Link to Github: https://github.com/barrales-d/ConsoleGraphics

Swift Programming: Spring 2022
- We coded an iPhone application by cooperating with a team throughout the semester while learning Apple's Swift programming language.
- We ensured the product worked by creating unit tests for the number of features we created.

Link to Github: https://github.com/barrales-d/iTravel-Application

Astro Game: Spring 2023
- I created an Asteroid Clone in Python using Pygame. I made it for my CPSC 386(Game Design) final project.

Link to GitHub: https://github.com/barrales-d/Astro

TECHNICAL SKILLS

Programming Languages: C++, HTML, CSS, Javascript, Swift, Assembly, Python, React.JS, C, C#, JQuery, MySQL, PHP

Operating Systems: Windows, Linux/Ubuntu, macOS

Tools: Microsoft Excel, PowerPoint, Word, as well as Google's equivalent
Unity, Raylib, Visual Studio/ VS Code, Photoshop