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<https://barrales-d.github.io/>

## EDUCATION

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### California State University, Fullerton

*Bachelor of Science, Computer Science*

GPA: 3.65

Expected Graduation: May 2024

Fall 2022 Dean's List

## RELATED COURSES

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Computer Organization & Assembly Lang  
Swift Programming  
Cybersecurity Foundations & Principles  
File Structure & Database  
Operating System Concepts  
Software Engineering

Calculus I  
Calculus II  
Mathematical Structures I  
Mathematical Structure II  
Statistics Applied to Natural Sciences  
Fundamental Physics: Mechanics

## PERSONAL PROJECTS

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### Hackathon, TuffyHacks:

Year: 2021

- I worked together with my 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 website: <https://barrales-d.github.io/ConsoleGraphics>

## COURSE PROJECTS

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### 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

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**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