BRIAN DUARTE

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EDUCATION

University of California, Irvine   *September 2017 - June 2021*
Computer Science   Overall GPA: 3.65

EXPERIENCE

iD Tech Camps   July 2020 - Present
Online Instructor

Teach various live courses online to students in programming languages including Python, JavaScript, and C++. Topics include object-oriented programming and game development using 3rd party libraries such as Pygame and SFML.

Google SPS   February 2020 - May 2020
Virtual Program

Was part of a team where we used web technologies to program components for an existing codebase and did code reviews. Used these skills to build a full stack personal portfolio utilizing HTML, CSS, JavaScript, and Java.

UCI Hackathon 2019   February 2019
Programming Competition

Used Python with the Pygame library to build a graphical type-based game in 36 hours with a small team. Won Best Education-Focused Hack (by Ardent Labs).
https://devpost.com/software/peter-spell-master

PROJECTS

Community Event Posting Application   August 2019 - Present

Started development of Python application for providing awareness of events happening within a community through user post. Currently allows clients to post events and send messages to interact with each other through a server database.

MockOS   December 2019

Built an operating system simulator in Java for handling commands. Uses multithreading with a resource manager to efficiently and safely handle processing multiple commands simultaneously.

TECHNICAL STRENGTHS

Computer Languages   Python, Java, C/C++, HTML/CSS, JavaScript
Software & Tools   Git, Linux, SQL

RELEVANT COURSES

Data Structure Implementation & Analysis	Program in C/C++
Machine Learning and Data-Mining	Introduction to Data Management
Principles in System Design	Information Retrieval