José Bravo

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Education

Bachelor of Arts, Applied Mathematics
Bachelor of Arts, Physics
California State University, Sacramento, May 2021

Relevant Coursework

Classical Mechanics, Optics, Thermodynamics, Electronics and Instrumentation, Advanced Physics Laboratory, Math Methods, Real Analysis, Complex Analysis, Abstract Algebra, Programming Methods, Elementary Statistics, Statistical Programming, Big Data

Projects

Topological Flips - Senior Project — Summer 2020 – May 2021

- Studied Lie Group Theory to use algebraic structures to describe skateboard stunts.
- Used SymPy to create matrices as elements in $SO(3)$ that describe skateboard rotations.
- Created Python software to create GIFs of different skateboard tricks derived from four fundamental stunts.

Employment History

Monterey Bay Aquarium Gift and Bookstore — May 2012 – June 2018
Sales/Stock/Warehouse Associate

National Union of Healthcare Workers — January 2009 – June 2009 | March 2010 – August 2010
Organizer

SEIU United Healthcare Workers - West — October 2007 – January 2009
External Organizer

UA Plumbers & Steamfitters Local 159 / UC Berkeley Labor Center — June 2007 – August 2007
Organizer - Intern / Labor Summer Internship

SUCCESS Consortium — February 2007 – June 2007
Academic Facilitator

UC Davis – Cross Cultural Center — September 2006 – February 2007
Chicana/o Community Organizer Intern

AFSCME 3299 — August 2006 – February 2007
Student Organizer

Relevant Skills

- Proficient: Bash, Julia, LaTeX , Python, R. Familiar: C++, Java, Mathematica, SQL. Assignments included developing root - finding algorithms such as the Newton-Raphson method, understanding object-oriented programming, and working with arrays.
- Trained in cloud computing through AWS technologies such as S3, Athena, EC2 Instances. Experienced with MiKTeX, Git, Markdown, Microsoft Word, Excel, and PowerPoint.
- Versed in manipulating large datasets for exploratory data analysis, distributional tests, dimensional reduction/clustering, natural language processing, and data plotting. Introduced to statistical learning models.
- Familiar with undergraduate optics, electronics, and chemistry laboratories.
- Languages: Spanish (Read/Speak/Write)