# Brian Contreras

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## EDUCATION

**California State University, Los Angeles**                     **Expected Graduation: May 2025**
*Bachelor of Science, Computer Science*                                             *GPA: 3.2*

## TECHNICAL SKILLS

**Programming Languages:** Java , Python, C# , HTML, CSS, JSP, PHP, SQL, Unity
**Programming Concepts:** Agile Development, Object Oriented Programming, Software Development, Game Development

## TECHNICAL EXPERIENCE

**Team Lead**                                                    **August 2024 - Current**
*NASA Jet Propulsion Laboratory, Los Angeles, CA*

- Collaborate with JPL Protocol Technology Lab Manager to lead a team of 11 students to discover how to optimize DTN protocol to solve problems with Loss of Data in end-to-end transmission and do so while minimizing bandwidth in Earth to Deep Space Communication.
- Use Nasa's ION (Interplanetary Overlay Network) software on a wide variety of Raspberry Pi computers to mimic network nodes in Deep Space. Network latency is created by adding artificial resistance to each network node to mimic tests in Deep Space Network.

## PROJECTS

**Calendar Automation App**                                     **December 2023 - June 2024**

- Use Python and Google Calendar API to automate managing time in your schedule to find time to complete tasks.
- Creates a GUI using Python Tkinter to allow for users to interact with software in an intuitive way.
- Python script gathers events from your Google Calendar for the following week and finds gaps within the events to populate with one-time tasks or allocate multiple time blocks to learning a new skill.

**Full Stack Hotel Management Software**                        **February 2023 - May 2023**

- Developed software that utilizes HTML, CSS, and Bootstrap to design webpage content and navigation.
- Used PHP and Firebase to check valid login credentials, only allow accurate booking times, create Guest hotel bookings, and use a NoSQL database to show managers all bookings and details.
- Scrum leader for a team of 7, managed project tasks on a weekly basis by setting deadlines and holding weekly meetings.

**2D Platformer Game**                                          **June 2023 - December 2023**

- Unity game where the player travels through a variety of obstacles while collecting items to gain score and reach the end flag to finish the game.
- Utilizing Unity Tile Map and Tile Pallet to create a background and terrain for the player to traverse through.
- Used C# and Unity Animator to create functional player and item animations to make gameplay 50% smoother. Movement, power ups, item collections, moving traps/platforms, and death logic all controlled with C scripts

## LEADERSHIP EXPERIENCE

**President**                                                   **May 2024 - Current**
*Association for Computing Machinery, CSULA*

- Manage a team of 50 Leaders by hosting multiple meetings through Zoom and coordinating through a professional Discord Server within all committees of the club
- Represent the entire ACM chapter by organizing programming/hangout events and technical development workshops to provide community and value assessable to 3,000 CSULA Computer Science Students.

**Executive Officer**                                           **October 2023 - May 2024**
*Association for Computing Machinery, CSULA*

- Make major decisions in the club regarding funding and organization of internal processes and events
- Oversee and help President and Vice President manage a club of over 100 members.
- Give back to the community by hosting a wide variety of Computer Science related events.

## WORK EXPERIENCE

**Barista**                                                     **February 2018 - Current**
*Starbucks, Los Angeles, CA*

- Efficiently crafted beverages, handled hot food, managed cash transactions, and maintained store cleanliness,ensuring smooth operations and customer satisfaction during peak hours of around 50 customers per hour
- Consistently engaged customers in meaningful conversations, upselling promotional beverages based on their preferences, which led to increased sales and improved customer connection from 50% to 60%