CARLOS ESTRADA

CONTACT

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EDUCATION

CALIFORNIA STATE UNIVERSITY, MONTEREY BAY
2016 – 2020 (EXPECTED)

- Computer Science B.S.
- Dean's List: Fall '16 - Fall '18
- **Coursework:** Data Structures, Algorithms, Software Design

SKILLS & TECH

- English & Spanish proficiency
- CODING LANGUAGES
  - C++ (Proficient)
  - Java (Intermediate)
  - Python (Intermediate)
  - JS | jQuery | PHP (Beginner)
- DEVELOPMENT TOOLS
  - **IDE:** Xcode, IntelliJ, Visual Studio, Android Studio
  - **Design:** Adobe Photoshop, Illustrator, InDesign
  - **Web:** WordPress, Weebly

EXPERIENCE

WEBMASTER | THE LUTRINAE
SEASIDE, CA • AUGUST 2017 – PRESENT

- Collaborated in the creation and design of CSUMB's new student-run newspaper
- Created, designed and maintained the newspaper's website, social media and web-related services
- Participated in student recruitment at various school events

ASSISTANT LAB TECHNICIAN | WESTERN DIGITAL
SALT LAKE CITY, UT • JUNE – JULY 2018

- Aided a full-time lab technician in the maintenance, assembly and configuration of enterprise servers and hardware
- Cataloged and organized a variety of hardware

PROJECTS

OMEGA AIRLINES   JAVA
NOVEMBER – DECEMBER 2018

- Developed and designed an Android pseudo-application for managing flight reservations
- Uses SQLite to store user accounts and flights in the database

PAC-MAN 2017   C++
MAY – DECEMBER 2017

- Developed and designed a PAC-MAN clone with original gameplay and custom graphics
- Utilized a cross-platform gaming library (SFML) for the game's core mechanics and functionality

MEME GENERATOR   PYTHON
NOVEMBER – DECEMBER 2017

- Collaborated in the development of a simple image editor with 2 other classmates
- Designed the program's GUI using PyQt5
- Developed custom image filters using PIL