CARLOS HURTADO

COMPUTER SCIENTIST

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OBJECTIVE

Seeking a software developer position where I can contribute my skills and abilities to the growth of the organization and build my professional career.

EDUCATION

California State University, Long Beach
Computer Science, B.S.
Graduated: May 2019
GPA: 3.36

Relevant Coursework
Software Engineering, Object-Oriented Programming, Data Structures and Algorithms, Calculus, Discrete Mathematics, Linear Algebra, Physics, Database Fundamentals, Computer Architecture

KEY SKILLS

Languages: Java, HTML, CSS, JavaScript, C#, SQL, NoSQL, Perl, Python
Frameworks/APIs: Spring, Vue.js, Java Persistence, Bootstrap, Firebase, MongoDB, React Native, Node.js, Express.js, Postman
Software: Camtasia, Eclipse, Final Cut Pro, GitKraken, NetBeans, Unity, Visual Studio, VSCode, Xamarin, XCode

EXPERIENCE

September 2017 – June 2019
Lead IT Intern • Siemens PLM Software
- Maintained and provided support for the various applications through tools, SQL statements (Ingres DB), and Perl scripts.
- Developed and maintained a new team website using Vue.js.
- Contributed to the development and maintenance of a new internal web application using Vue.js for the frontend and Java Spring/Java Persistence for the backend API.
- Filmed, recorded audio, and edited various videos.

May 2015 – August 2017
Cashier • Tacos San Pedro
- Processed cash and card payments for food service.
- Received orders and tended to customer needs and/or complaints in a friendly manner.
- Developed a clock-in system using Java, SQL, and a Raspberry Pi to assist the managers with counting worker hours and calculating their respective payments.

PROJECTS

SSAAD Party – An online multiplayer board game developed using the Unity game engine where players are able to move across a board and face off in a custom minigame,

Time Clock – A Java application used in conjunction with a Raspberry Pi to assist the managers at Tacos San Pedro keep track of the workers' hours and calculate how much they are to be paid.

Volunesia – A mobile application developed using Xamarin Native and Firebase. Volunesia is designed as an easy-to-use platform for volunteers to find and sign up for nonprofit events.

TrainerX – An iOS application developed using XCode and designed to assist a local gym owner and his employees to better manage their clients and their needs.