

CHARLES TOLENTINO

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EDUCATION

University of California, Merced

May 2019

B.S. Computer Science and Engineering

GPA: 3.29 (In-Major GPA: 3.47)

Coursework: Software Engineering, Computer Vision, Algorithm Design and Analysis, Operating Systems, Computer Architecture, Object-Oriented Programming, Human-Computer Interaction

College of San Mateo

May 2017

A.S.T. Physics and Mathematics

Coursework: Intro to Web Development, Data Structures, Object-Oriented Programming, Discrete Math, Engineering Independent Study (Honors)

EMPLOYMENT

ICE Lab (San Francisco State University) · Computer Engineer Intern

June 2017 - August 2017

San Francisco, CA

- Utilized Android Studio to develop a Myo-Armband Android app for low-cost gesture recognition research with a team of 6.
- Implemented save data methods that saves 400 instances of training data per gesture trained into the android device's internal storage.
- Improved training feature from selecting up to 3 default gestures to allowing the user to create and train any amount of additional gestures.
- Collaborated in implementing the user interface by utilizing swipeable tabs and constructing checkbox lists for feature and classification options.

MESA (Skyline College) · Student Assistant

February 2017 - May 2017

San Bruno, CA

- Provided mentoring for Math, Physics, and Computer Science courses.
- Participated as a science fair judge at local elementary schools to promote STEM education for the youth.

PROJECTS

SeekIt (Sponsored by Chan Zuckerberg Initiative)

February 2019 - May 2019

React, React Native, Javascript, Firebase, Bootstrap

- Led a team of 4 to develop an app (Web, iOS, Android) that allows instructors to engage students in events beyond the classroom for credit.
- Implemented instructor features for creating events with tasks that prompt an image or text entry and for grading and submitting event results.
- Implemented student features for joining events, completing events via task submissions, and viewing event results once graded.
- Utilized Firebase for authentication, cloud firestore (NoSQL) to store data such as user or event info, and firebase storage to store images.

Falcon Tweets · twitter.com/realcaptfalcon

February 2019

Node.js, Javascript, Heroku

- Utilized the Twitter API and a random word generator to develop a Twitter bot that tweets a random Captain Falcon move every 6 hours.

HackMerced IV

January 2019 - April 2019

React, Javascript

- Developed the main registration site that was utilized by over 600 applicants to register as a Hacker or Volunteer via Typeform.
- Led a team of 3 to develop the live site that provided a live countdown, relevant links and event information to over 350 participants.

React, Node.js, Express.js, Mongoose.js, MongoDB, Javascript

- Developed the pre-registration site that registered nearly 100 email addresses to receive event updates and express check-in privilege.

Dollar Bill Classifier

October 2018 - November 2018

React Native, Javascript, TuriCreate

- Collaborated with a team of 4 to develop an iOS app that classifies the USD value of a dollar bill via camera with audio or tactile feedback.
- Implemented the camera component to classify objects by rendering text on screen and responding with audio if a dollar bill is classified.
- Utilized TuriCreate by processing over 20,000 images (self-taken and online images) to create a trained CoreML compatible model.

ACTIVITIES

HackMerced · Director of Engineering

May 2018 - May 2019

- Cooperated with HackMerced directors weekly in planning the largest annual hackathon within the San Joaquin Valley.
- Co-directed a team of 12 Software Engineers and 2 Project Managers to collaborate in developing open-source projects.
- Provided mentoring during the hackathon with Android Studio and Firebase, as well as running a React Native introduction workshop.

SKILLS

Languages: Javascript (ES6), HTML, CSS, C++

Software Tools: React, React Native, Firebase, Bootstrap, Git, Node.js, MongoDB