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

SFSU ICE Lab · Computer Engineer Intern   June 2017 - August 2017
San Francisco, CA
- Rebuilt a Myo-Armband gesture recognition PC-based application for Android devices using Android Studio(Java, XML) 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 gestures to selecting up to N gestures by allowing users to create additional gesture options.
- Improved usability by fixing activity lifecycle inconsistencies and collaborating in architecting the application flow with navigation tabs.

MESA Skyline College · Student Assistant   February 2017 - May 2017
San Bruno, CA
- Provided services in mentoring in STEM courses such as Math, Physics, C++, Java courses and planning future semester coursework.
- Participated as a science fair judge at local elementary schools to promote and encourage STEM education for the youth.

PROJECTS

SeekIt
Spearheaded a team of 3 to develop a Scavenger Hunt application to be utilized by college-level users, sponsored by Chan Zuckerberg Initiative.
ReactJS, React Native, Firebase, Javascript, Bootstrap
- Developed a web and mobile (iOS, Android) application that allows instructors to engage students in scavenger hunt events as an assignment.
- Implemented instructor features such as creating events, adding event tasks that accept an image or text submission, and student grading.
- Implemented student features such as joining events, completing event tasks via submissions, and viewing submission 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.

HackMerced IV
Spearheaded the HackMerced Engineering team to develop web applications pertaining to the HackMerced IV event.
ReactJS
- Developed the registration site that was utilized by over 500 applicants to register with Typeform and view information about the event.
- Developed the live site to provide relevant links and detailed event information to over 350 participants during the 36-hour event period.
ReactJS, NodeJS, ExpressJS, MongooseJS, MongoDB
- Developed a mailing list site that pre-registered nearly 100 email address to receive HackMerced IV event-related updates.

Dollar Bill Classifier
Inspired from the Not Hotdog application from the TV series Silicon Valley and built for a Human-Computer Interaction course.
React Native, TuriCreate
- Developed an iOS application that uses the camera to classify the USD value of a dollar bill with audio or tactile feedback with a team of 3.
- Utilized TuriCreate by processing over 20,000 images (self-taken and online images) to create a trained CoreML compatible model.
- Conducted a user study focused on audio and tactile feedback to record the classification accuracy and user feedback preferences.

LEADERSHIP

HackMerced · Director of Engineering   May 2018 - Present
- Co-directed and mentored a team of 12 Software Engineers to collaborate in building web applications for the organization.
- Cooperated with HackMerced directors weekly in planning the largest annual hackathon within the San Joaquin Valley.
- Held a React Native introduction workshop and provided mentoring in utilizing Android Studio and Firebase for hackathon participants.

SKILLS

Languages: Javascript, HTML/CSS, C++, Java | Software Tools: ReactJS, Firebase, React Native, Bootstrap, Git, MongoDB