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, Node.js, Express.js, Mongoose.js, MongoDB, Javascript, React Native
- Implemented the backend for the pre-registration site to store emails of early applicants and responsive web designs for the main and live site.
- Built a simple budgeting mobile app that allows users to list items with a purchase value, which was used to teach a React Native workshop.
- Utilized Github to assign project tasks to HackMerced members and managed repositories by reviewing and merging pull requests.

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