

CHARLES TOLENTINO

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EDUCATION

University of California, Merced

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, Computer Organization and Assembly Language

May 2019

College of San Mateo

A.S.T. Physics and Mathematics

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

May 2017

EMPLOYMENT

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

San Francisco, CA

June 2017 - August 2017

- Learned and utilized Android Studio (Java) to develop a mobile app for low-cost hand gesture recognition research with a team of 6.
- Improved training feature from training 3 default gestures to allowing the user to create and train any amount of additional gestures.
- Implemented save data methods that saves 400 instances of training data per gesture trained into the android's internal storage.
- Collaborated in implementing the user interface by utilizing swipeable tabs and constructing selectable classification algorithm options.

MESA (Skyline College) · Student Assistant

San Bruno, CA

February 2017 - May 2017

- Provided weekly mentoring for Math, Physics, and Computer Science (C++) courses.
- Promoted STEM education for the youth by participating as a science fair judge at local elementary schools.

PROJECTS

SeekIt (Sponsored by Chan Zuckerberg Initiative)

React, React Native, Javascript, Firebase, Bootstrap

February 2019 - May 2019

- Collaborated with a team of 4 to develop an app (Web, iOS, Android) that allows instructors to engage students in event-based tasks for credit.
- Implemented instructor features for creating events with tasks that prompt 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 scores submitted by the instructor.
- Learned and utilized Firebase for authentication, cloud firestore (NoSQL) for user and event information, and storage for image submissions.
- Awarded 1st place in the Chan Zuckerberg Initiative industry category at UC Merced's annual Mobile App Challenge.

HackMerced IV

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

January 2019 - April 2019

- Implemented responsive web designs for the hackathon's main, live, pre-registration, and placeholder 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.
- Learned basic fullstack development through developing the pre-registration site with React, Node, Express, and MongoDB.

Dollar Bill Classifier

React Native, Javascript, TuriCreate

October 2018 - November 2018

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

ACTIVITIES

HackMerced · Director of Engineering

Collaborated with HackMerced directors weekly in planning the largest annual hackathon within the San Joaquin Valley.

May 2018 - May 2019

- Co-directed and collaborated with a team of 12 Software Engineers and 2 Project Managers to develop open-source projects.
- Utilized Github to assign project tasks to HackMerced team members, as well as reviewing and merging pull requests.
- Provided mentoring during the hackathon for Android Studio and Firebase, as well as running a React Native introduction workshop.

SKILLS

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

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