Jose N. Olmos

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>> EDUCATION

Diploma in Computer Science and Linux Systems Programming (December 2025)
Atlas School - Tulsa, Oklahoma

Overall Atlas offers a challenging rigorous curriculum where students have to develop self reliance, research skills, and an ability to take initiative in the face of ambiguity. It provides a safe and comfortable environment wherein students can find technical guidance, industry advice, and feedback. Crucial to its mission, Atlas fosters an environment wherein students support each other, connect, and develop their self efficacy. They must also learn to teamwork and communicate effectively.

Completed 54 hours towards a degree in Physics
Tulsa Community College - Tulsa, Oklahoma

>> SKILLS

Background:
Unix operating systems, micro-architecture, compilers, and network architecture
Mathematics:
proof theory, matrix algebra, set theory, data structures, number theory, statistics, set theory, differential equations, abstract algebra, multi-variable calculus, algorithms, formal logic, and trigonometry
Core Languages:
c, python, sql, bash, html, css, markdown, and c++
Software:
  ❖ linux, gnu libc, vim, gnu debugger, gnu make, git
  ❖ a variety of Digital Audio Workstation such as Logic Pro, Ableton, and Bitwig
  ❖ the Inkscape software vector graphics (svg) editor
Creative:
music theory, music composition, sound design, and mixing and mastering

>> PROJECTS

Tourist Sim (Game) (December, 2024)
https://github.com/chepeniv/tourist_sim
developed the user interface, game mechanics, and maze generating algorithm
  ❖ created an abstract, simple, and practical user interface for each element
  ❖ designed and implemented all game mechanics
  ❖ created a maze generator and encoding along with it's rendering engine
  ❖ impressed peers and instructors to the point that i had to give an impromptu lecture on the algorithm i developed

Atlas AirBnb Clone (December, 2024)
https://github.com/chepeniv/atlas-AirBnB_clone_v4
lead the construction of a complex web service throughout various phases of development
- ❖ developed each of the major components in stages with different teams
- ❖ carried over and maintained codebase throughout the various iterations
- ❖ guided team members through challenges and concepts
- ❖ developed a reputation for quality code and dependability

Bash Shell Clone (February, 2025)
https://github.com/chepeniv/atlas-shell_v2
built a robust language interpretor for a subset of the bash language
- ❖ decided on direct interpretation over a data structure approach to execute sets of complex instructions
- ❖ built the interpreter in prototypes which where then incorporated together
- ❖ managed memory diligently at each step of the way
- ❖ created the most advanced and reliable version of project

>> WORK EXPERIENCE

Stucco Aguirre - Tulsa, OK
Construction Worker 2005-2010

Tacos Don Francisco - Tulsa, OK
Cook/Cashier/Inventory Management 2003-2008