

Christian Pichardo

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Education

University of Texas at Austin - August 2018 — Grad: May 2023

- Major: Computer Science
- GPA: 3.50
 - University Honors, Fall 2018, Spring 2019
 - Dean's List- Cum Laude, Fall 2018
 - HSF Scholar

Personal Projects

ScreenBreak - January 2023

- iOS application utilizing the Screen Time API, including the Device Activity, Family Controls, and Managed Settings frameworks in SwiftUI
- Designed a friendly UI interface with high fidelity wireframe Figma mockups. Translated to final product providing detailed insights into a user's device activity usage.
- Codebase is transitioning to MVVM architecture.
- Team consisted of Journalism and Computer Science Majors. Communicated technical concepts with non-technical team members explaining what was within the scope of possibilities due to API limitations.
- Gained knowledge on extensions and how to communicate with them via app groups, implementing a widget in the process.
- Git for workflow with other team members.
- Lead developer for this project and currently pending approval for the family controls entitlement, which will allow the application to be published on the App Store

Ad Lunam - Android - December 2022

- Utilized 3D models in home page, NASA API for images, and locations services for phase of the moon based on location.
- Firebase for user authentication into the application

Stonk Alert - June 2021

- Developed **unit tests** for PostgreSQL backend, RESTful API documentation on Postman, and frontend features using React for different Stonk Alert pages.

PintOS - March 2021

- Enhancement of a toy operating system (PintOS):
 - Implemented priority scheduling
 - Allowed argument passing on the stack
 - Implemented system calls for user programs
 - Converted the existing single-thread file system into a multi-threaded file system.

Speed Dating- Data Mining - July 2022

- Data Exploration Analysis was used to understand a real-world dataset on speed dating. Implemented feature engineering to find new features that would give my team better accuracy.

Experience

Part-Time Computer Science Instructor- Juni Learning - May 2022 — Current

- 1:1 private computer science sessions in **Python**. Students' ages range from 8 to 18
- Eased the understanding of complex technical concepts for students
- Topics range from CS fundamentals to sorting algorithms and recursion

Management Consultant Practicum- Chevron - January 2021 — May 2021

- Utilized Internet of Things and Artificial Intelligence to provide a skeleton of a feasible and efficient system to help optimize and improve upon real-time sensor feedback systems that are currently outdated. Presented to Chevron Executives

Details

Austin, TX, United States

915-249-0039

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Skills

SwiftUI/UIKit

Object Oriented Programming

Git- Version Control

Java/Kotlin Programming

Python Programming

Interpersonal Skills

Personal Integrity

Problem Solving

Interests

Security Trading

Weightlifting

Volunteering

Recreational Sports

Self-Improvement

GitHub

<https://github.com/christianp-622>

Coursework

Algorithms and Complexity

Data Structures

Computer Architecture

Operating Systems

Linear Algebra and Matrices

Probability

Discrete Math

Competitive Programming

Software Engineering

Object-Oriented Programming

Data Mining

Contemporary Issues in CS

Behavioral Ethics in CS

iOS Mobile Computing

Android Mobile Computing

Mobile Application Capstone