# Darrel Daquigan - Software Engineer - San Francisco, CA

Email: <a href="mailto:darreldaquigan@gmail.com">darreldaquigan@gmail.com</a>
LinkedIn: darreldaquigan

Portfolio: <a href="https://www.ddaguigan.com">https://www.ddaguigan.com</a> GitHub: ddaguiga

### Objective:

Looking for an entry-level software engineering position to utilize my degree in computer science

#### Education:

B.S. in Computer Science, May 2017 - Minor: Mathematics

San Francisco State University

Selected Courses:

Software Development, Computer Performance Evaluation, Software Engineering, Computer Organization, Theory of Computing, Programming Languages, Numerical Analysis, Programming Methodology, Game Theory

#### Skills:

Proficiency in:

C++, Java, MIPS Assembly, HTML5, Javascript, CSS, PHP, MySQL

Experience:

jQuery, Python, MATLAB, Prolog, Scheme/Racket, Ruby, R

Other Skills:

Performance analysis, Numerical analysis, Algorithm analysis, Agile Scrum team collaboration, Management of multiple projects in a deadline-driven environment; Knowledge of computer architecture, operating systems, and data structures

#### **Work Experience:**

Bed Bath and Beyond, Daly City, California Associate (October 2009 - October 2017)

- Received and processed incoming shipments
- Stocked, replenished, and organized inventory
- Processed customer returns
- Provided customer service on the sales floor
- Worked in a dynamic, fast-paced, team environment

## **Selected Projects:**

Data Memory Cache Simulation (Computer Organization - Spring 2017)

- Developed a data memory cache simulator application in C++ using memory address traces as input
- Compared performance between direct-mapped and k-way set associative caches of various sizes

Debugger (Software Development - Spring 2016) - debugger for 'X' language

- Developed a bytecode loader to read bytecodes generated by the compiler
- Executed the codes in the Virtual Machine keeping the runtime stack and symbol table accurately maintained
- Included debugging commands such as stepping around, printing call stack and variable status, and setting breakpoints