ALEXANDER JOSLIN

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EDUCATION

California State University San Marcos
Bachelors in Computer Science, GPA 3.30 *Dec. 2019*

Palomar College
Associates in Computer Science, GPA 3.24 *Aug. 2017*

University of Guadalajara (CUCEA)
Spanish and Cultural Classes, GPA 3.50 *Jul. 2018*

University of California Santa Cruz (Silicon Valley Extension)
Python for Advanced Programmers, GPA 4.0 *Aug. 2018*

SKILLS

Languages (Proficient)	**Languages** (Some experience)	**Libraries**	**Software**	**Hardware**	**Operating Sys**
Java C++ Python	x86 Assembly HTML CSS SQL C C#	Beautifulsoup4 threading tkinter numpy, OpenCV-Python Pillow	Visual Studios Git Eclipse PyCharm Unity	Raspberry Pi 3 Arduino 3D Printer	Windows Linux Mac OS

EXPERIENCE

Code Coach at The Coder School, San Diego, CA *Sep. 2018 - Present*
I currently teach Scratch and Python classes to students from 7 to 18 years old.

PROJECTS

Path Finding Maze *Mar. 2020*
In this program, users select attributes for a maze they wish to create. Two options are given to solve the maze by depth-first search or breadth-first search. The maze and the path are displayed graphically. I used tkinter to make the GUI in Python.

Machine Learning Perceptron *Mar. 2020*
I created a neural network perceptron that predicts if an animal is a cat or a dog based on binary input given. I have a numpy version and a version done by scratch.

Unity Zombie Shooter *Dec. 2019*
I created a first-person shooter using C# in Unity. You shoot zombies to proceed to the next level.

Facial Detection Software *Jun. 2019*
Using the OpenCV library in Python, I created software that draws squares around faces when detected. The squares change color depending on the face's distance from the laptop camera.

Ride-Sharing Website *May. 2019*
In my software engineering class, my team and I developed a ride-sharing website using the waterfall process model. Components were modularized based on a client-server architecture. Languages and libraries used were HTML, CSS, PHP, JavaScript, Bootstrap, Google Maps API, and MySQL. We collaborated using GitHub.

Mancala AI *Mar. 2019*
Myself and two other classmates, created a mancala AI game written in C++ that uses heuristics and minimax with alpha-beta pruning to determine the best move to make to beat the player.

Robotics *Jan. 2017*
I built a remote-controlled car using an Arduino and programming in C++. In addition, with a Raspberry Pi 3, I made a Python script to turn the lights in my room on and off using a relay.

x86 Assembly Website *Apr. 2016*
I made a WordPress membership website about x86 Assembly source code and tutorials.