

Eduardo Perez Rocha

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EDUCATION

University of San Diego

Computer Science

Expected May 2025

Selected Coursework: Computational Problem Solving, Programming Abstractions and Methodologies, Intro to Computer Systems, Calculus I, Discrete Mathematics, Advanced Computational Problem Modeling (Currently enrolled).

Korea University

Seoul, Republic of Korea

Spring 2023

Selected Coursework: Artificial Intelligence, Computer Architecture, Theory of Computation, Korean Language.

SKILLS

- *Programming/Scripting Languages:* (Proficient) Python; (Familiar) Java, (Familiar) C, Git, Linux, Ubuntu.
- *Oral and written proficiency in:* Spanish – Native Level; Korean – CEFR A2.

PROJECTS

Pac-Man AI Agent

- Designed and implemented AI algorithms for multiple Pac-Man agents to determine optimal paths.
- Utilized Q-Learning, Markov Decision Process, A*.

Note: Solutions and code are proprietary and not available for distribution.

Memory Simulator in C

- Implemented a memory simulator in C with the following features as sub-projects:
 - DRAM Simulator, DRAM with Cache, Virtual Memory Simulator.

Shell Simulator in C

- Implemented a shell simulator in C.
 - Command interpreter, background processes.

Wordle in Python

- Developed a Python-based Wordle game, replicating the popular word-guessing game.
- Incorporated features such as hint generation, score tracking, and adjustable difficulty levels.
- Utilized efficient data structures to optimize word selection and validation processes.

ACTIVITIES

Member of Association of Computing Machinery

Fall 2021-Present

- *Board Member*

Fall 2022

Hacker Rank Practice

Fall 2022-Present

Rugby

Fall 2021