Jon Serrano

Undergraduate Student

☎ (303) 887-5528 | ✉ serranojon02@gmail.com | ⓞ ejk9 | in Jon Serrano | ⓢ dajidk

Education

Colorado School of Mines   *Golden, CO*

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, GPA: 3.4/4.0   *Fall 2019 - Current*

Skills

Languages   Python, Java, JavaScript, C++, SQL, C#, Scala

Relevant Coursework

Algorithms, Computer Organization, Data Science, Data Structures, Database Management, Design 1, Discrete Mathematics, Intro to Linux, Intro to Scientific Computing, Operating Systems, Software Engineering

Experience

The Trade Desk   *Denver, CO*

SOFTWARE ENGINEER INTERN   *May 2021 - August 2021*
- Created a new pipeline for internally generated data to be utilized in the current data ingestion architecture.
- Learned AWS EMR, S3, Spark Airflow, and various other technologies while on the job.

Ultrasend   *Golden, CO*

WEB DEVELOPER INTERN   *February 2021 - May 2021*
- Constructed a website from a design using CSS and HTML
- Worked with Javascript for frontend features and Python for backend features

Colorado School of Mines   *Golden, CO*

TEACHING ASSISTANT   *Aug. 2019 - Present*
- TA for Data Structures course.
- Previously a TA for Intro to Computer Science Lab CSCI 102

Colorado School of Mines   *Golden, CO*

STUDENT RESEARCHER   *Aug 2019 - Nov 2020*
- Student researcher with MIRRORLab at the Coloardo School of Mines
- Integrated NASA's Astrobee robot architecture with DIARC

Projects

Emotilyze
- Made during 24 hours at HackUTD at the University of Texas Dallas
- Made a Chrome extension using Google Cloud's natural language API to measure bias in news articles.
- Worked in a team of 3, learned Node.js, and how to use an API for the first time, calling Google Cloud's API and interpreting data given.

Discord Bot (Rizu Ogata)
- Made during 24 hours at HackCU at University of Colorado Boulder
- Designed and implemented a chat bot using Discord's API to make a bot that serves as a medium for easy math communication through the platform using LaTeX and matplotlib.
- Wrote all the documentation for future use

Clue
- Developed a recreation of the board game Clue.
- Developed using pair programming with Agile and test driven development.