Jon Serrano

UNDERGRADUATE STUDENT

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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#

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

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

Rad-Town

- Developed over the course of a week for game jam: Bored Pixels Jam 3
- Made a simple platformer sidescroller where you dodge or shoot enemies, leading into a boss battle.
- Designed the only level, helped implement the movement. Learned how to use Unity.

Clue

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

Poker

- Developed a command line version of Texas Hold 'Em Poker.