

# Ulises Martinez

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## Skills

**Programming Languages and Tools:** JavaScript (Dormy), Python (Machine Learning), Java (Tank Game), Swift (NearBites), HTML/CSS (Dormy), Ruby, C/C++, Prolog, Scheme

**Frameworks and tools:** Express, PostgreSQL, Git, Postman, Bootstrap, AWS, APIs/JSON, PyTorch, scikit-learn, pandas

**Software Engineering Processes:** Agile/SCRUM Software Development, User Centered Design, & Full Software Lifecycle

**GitHub Profile:** <https://github.com/gasper94>

**Spoken Languages:** Fluent in both written and spoken English and Spanish

**Soft Skills:** Leadership, Team Player, Adaptability, Punctuality, Fast Learner, Interpersonal skills

## Education

**San Francisco State University**      **GPA:** 3.28      **5/2019**

Bachelor of Science, Computer Science

## Selected School Projects

**Dormy Home Rental Services, WWW Web Application** (link: <http://52.53.124.134>)

- Worked in a team of 7 students to produce a WWW application utilizing the full SE lifecycle, including best practices of SE teamwork and processes such as Agile/SCUM and User Centered Design to provide a good user experience
- Facilitated daily team communication with project management tools such as Trello, Slack, and Discord
- Served as the Front End lead by establishing use cases, mockups and prototypes to deliver a product with an intuitive user experience

**NearBites, Mobile Application**

- Worked in a team of 3 students to develop a restaurant directory service application from scratch during a period of 3 months
- Learned Swift and utilized tools for iOS development such as Xcode and third party open-source libraries
- Applied Model-View-Controller architectural pattern and basic unit testing

**Tank Game, Java Application**

- Created a multiplayer game using Object-oriented programming techniques with mechanisms for data design such as abstraction, encapsulation, inheritance, and polymorphism
- Took into consideration strategies of code abstraction and code reusability while developing application

## Work Experience

**Webpage Consultant, Golden Gate Appliance Repair**

*August 2018-December 2018*

- Provided a mock-up website with basic functionality to allow customers and the owner to manage their accounts
- Used Firebase as (non-relational database) to create a flexible platform for the owner to expand in the future
- Educated owner on the pros and cons of prototype and static websites to find the right platform to meet business needs

**Office Clerk, Golden Gate Appliance Repair**

*August 2015-August 2017*

- Provided excellent customer service by greeting and taking appointments for over 150 customers
- Contributed to customers' satisfaction and accommodation by providing bilingual assistance in Spanish & English
- Increased bookkeeping efficiency by developing financial reports of sales and accounts receivables through Excel

**Assistant Basketball Coach, City College of San Francisco**

*August 2013-December 2013*

- Facilitated intensive training routines for 25 basketball players and informed the coach about each player's progress
- Collected in-game statistics and video-recorded games to improve team strategies

**Lead Waiter, Chenery Park Restaurant**

*May 2014-August 2014*

- Delegated and managed daily tasks to 5 waiters to assist customers effectively and on a timely manner
- Trained new employees during and after work by introducing them to work routines and workplace responsibilities
- Ensured high-quality meals by managing customer orders and assisting kitchen staff with the food preparation process

## Relevant Coursework:

- Java: Programming Fundamentals, Data Structure, & Algorithms
- Programming Languages: Paradigms of procedural, functional, logic and object-oriented programming
- Discrete Mathematics, Computer Architecture w/ Assembly
- Machine Learning
- Software Engineering

References: Available upon request.

Have permanent work authorization. No sponsorship required.