

# GIUSEPPI PELAYO

([LinkedIn](#), [GitHub](#)) | Email: giuseppipelayo@gmail.com | Phone: (909) 329-4078

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## SKILLS

**Data Structures & Algorithms, C, C++, Git, HTML, CSS, Java, JavaScript, Python, Express, MongoDB, Bootstrap, Testing, Deployment, Front-End Development, Back-End Development, Travis CI, Google Cloud Auto ML & Google Cloud Natural Language API**

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## EDUCATION

### UNIVERSITY OF CALIFORNIA, RIVERSIDE

*B.S. — Bachelor's in Computer Science*

Riverside, CA

Sep 2017 - June 2021

*Relevant Courses:* Computer Science I & II (C++), Data Structure & Algorithms (C++), Discrete Structures, Machine Organization & Assembly Language, Multivariable Calculus, Applied Linear Algebra, Logic Design, Software Construction, Introduction to Machine Learning & Data Mining, Design of Operating Systems, Automata & Formal Languages, Introduction to Embedded Systems, Computer Graphics, Design & Architecture of Computer Systems, Virtual Reality, Compiler Design, Principles of Web Development, Introduction to Big-Data Management, Natural Language Processing

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## PROGRAMMING PROJECTS

### Yelp Review Topic Categorizer & Analyzer

- **Objective:** Come up with empirical analysis of Yelp reviews & helps you choose which restaurants to eat at based on scores of different topics (Food quality, ambience, service)
- **Role:** Primarily worked on front-end development
- **Technologies Used:** Yelp Dataset, GitHub, MongoDB, Heroku, Netlify, React, Express, Node, Elastic UI, Google Cloud Auto ML, Google Natural Language API, Travis CI
- **GitHub:** [Link](#)

### Tic-Tac-Toe — 2 Versions

*Embedded Systems*

- **Objective:** Create a fully functional Tic-Tac-Toe game with a scoreboard and a joystick as the input.
- **Technologies Used:** GitHub, Breadboard, Microcontroller, Buttons, Photoresistors, Shift Register, PS2 Joystick, LCD Screen
- **YouTube Demo:** [Link](#)
- **GitHub:** [Link](#)

*Web Development*

- **Objective:** Implement a Tic-Tac-Toe game with an updating scoreboard and a 'New Game' option on a webpage prototype using JavaScript, HTML, and CSS.
- **Technologies Used:** GitHub
- **GitHub:** [Link](#)

### Virtual Reality Maze Game

- **Objective:** Create a Virtual Reality game with 4 minigames inside a vast maze that each rewards a key when won. The player's goal is to find and collect all 4 minigame keys to open the gate at the end to win.
- **Role:** Worked on maze design and the game logic and design for 2 minigames.
- **Technologies Used:** Unity, Oculus Quest 2
- **GitHub:** [Link](#)

### Chat Room

- **Objective:** Extend a previous lab in my web development class with classmates to implement a chat room with a login and profile page along with the ability to edit, delete and search for messages.
  - **Role:** Primarily worked on front-end development to style the web pages and messages and message updating.
  - **Technologies Used:** GitHub, Express, MongoDB
  - **GitHub:** [Link](#)
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## JOB EXPERIENCE

### Chipotle

*Crew Member / Kitchen Manager - Full Time*

- Supervised a diverse team to ensure a positive work environment and maximize team dynamics, store operations and customer service
- Coached crew members and ensured the safety and quality of food through onboarding practices
- Focused on team communication and time management to improve production goals
- Mentored managers in training through examples, scenarios, and demonstrations

Rancho Cucamonga, CA

June 2018 - Nov 2021

### Shake Shack

*Team Member*

- Delivering exceptional hospitality and service to guests while balancing high volume work with high quality

Rancho Cucamonga, CA

February 2022 -