# HENRY MARTINEZ

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## **EDUCATION:**

## California State University, Northridge

Degree anticipated May 2025

Bachelor of Science in Computer Science, Minor in Data Science

Current GPA: 3.71

Honors | Dean's List: Fall 2021, Spring 2022

## **RELATED COURSEWORK:**

Algorithms & Computer Programming | Data Structures & Program Design | Computer Architecture & Assembly Language | Linear Algebra | Calculus I & II | Physics: Mechanics

## **SKILLS:**

Languages: Java, Python, HTML, CSS, JavaScript, React. js, MIPS Architecture, Swift

Software: Github, Git, Microsoft Office, VSCode, Docker, Bootstrap

Interests: Full-stack Web Development, Data Science, Web Scraping, Artificial Intelligence, UI Design

## **PROJECTS:**

#### NASA Great Lunar Expedition for Everyone (GLEE)

October 2022 - Present

- Collaborated with a team of students from various universities in Los Angeles on a project funded by NASA.
- Programmed the Lunasat, a tiny spacecraft with an integrated sensor suite that will be launched to the Moon upon project completion with the task of conducting research specific to each team.
- Successfully completed weekly worksheets and quizzes related to assigned modules.

## **Convert and Encode Integers Web Application**

October 2022 - Present

- Designed and developed a web application using HTML, CSS, and JavaScript, to aid future students in understanding material for computer architecture and assembly language classes, particularly taken at CSUN.
- Gained experience with React.js and Bootstrap, both used in the implementation of the web application.

## Web Scraping using Java and Related Libraries

September 2022 - Present

- Developed a web-scraping program using Apache Maven and Jsoup, both Java libraries, which tells the user which album and artist were at the top of the Billboard 200 chart for any given date and for how many weeks, using data from Billboard's website HTML.

## **Object-oriented Programming / Data Structure Projects**

September 2022

- Created a java program using object-oriented programming for an in-class project that defined a classroom object
  containing a teacher object, student object, and classroom number from user input and displayed the contents in
  the output.
- Generated data structure classes/methods from scratch such as linked lists and binary tree ADTs that mimicked their Java library counterparts.
- Designed and implemented a program that converts user-generated music sheets into audio playback, utilizing OOP and data structures. Features include the ability to reverse, repeat, and adjust the tempo of the generated audio.

## **ORGANIZATIONS & ACTIVITIES:**

IEEE - Eta Kappa Nu (Honor Society) Tau Beta Pi (Honor Society)

STEM Advantage Scholar Program

November 2022 - Present

November 2022 - Present

December 2022 - Present

#### **LANGUAGES**

**English** - Full Professional Proficiency | **Spanish** - Full Professional Proficiency