HENRY MARTINEZ

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Linkedin | Github | Website

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) *November 2022 - Present*
Tau Beta Pi (Honor Society) *November 2022 - Present*
STEM Advantage Scholar Program *December 2022 - Present*

LANGUAGES

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