ISAAC **AVILA**
SOFTWARE ENGINEER

PROFILE

Recent computer science graduate offering a strong foundation in software engineering and programming principles across multiple platforms. Especially experienced in data science and database management. Quick learner adept at working in both team and self-directed settings. Strong troubleshooting and problem-solving skills with an analytical mindset.

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LANGUAGES

C++	●●●●●	SQL	●●●●●
R	●●●●○	HTML	●●●●○
PHP	●●●●○	CSS	●●●●○
Java	●●●○○	JavaScript	●●●○○
Github	●●●○○	jQuery	●●●○○
Angular	●●●○○	Python	●●●○○
C#	●●○○○		

PLATFORMS & FRAMEWORKS

Windows	●●●●●	Linux	●●●●○
macOS	●●●○○	Android	●●○○○

EDUCATION

California State University Monterey Bay / May 2020
Bachelor of Science, Computer Science, Software Engineering
GPA: 3.4, Dean's List Recipient

RELEVANT COURSEWORK

Design & Analysis of Algorithms, Computer Architecture, Software Design, Mathematics of Computing, Multimedia Design and Programming, Internet Programming, Intro to Data Science, Software Engineering

RELEVANT EXPERIENCE

DigitalNEST
Salinas, CA   February - April 2018
Assisted as a tutor for an 8 week program hosted by DigitalNEST aimed towards at-risk students in the Salinas community.
- Taught students how to use the **Unity** (game engine) and how to code in **C#**.

GOOGLE COMPUTER SCIENCE SUMMER INSTITUTE EXTENSION
Seaside, CA   July - August 2016
An intensive one month long programming institute where CSUMB faculty and Google engineers taught participants how to develop web apps in **HTML, CSS, Javascript, Python** and **Google App Engine.**
- Collaborated with peers to create a rock-paper-scissors game using **Python, HTML,** and **CSS** implemented in **Google AppEngine.**
  - » Game plays against an AI or another user from their computer or smartphone.

TECHSTARS STARTUP WEEKEND MONTEREY BAY
Seaside, CA   January 2019
Developed the front-end of a camping rental website with a team of 4. Front-end code consisted of **HTML, CSS**, and **Javascript.**

PROJECTS

GAMECART
Created a website where users can search and buy video games stored in the site's database.
- Created features such as a search bar, a shopping cart, and an admin section using **HTML, PHP, CSS, AJAX** and a **SQL** database.
- Developed a database that stores information for every game such as title, year, category, and console.
- Created an admin section for admins to add new games to the database, update current games, or delete current games.

OTTERDEN PROJECT
Collaborated with 3 other developers to create Otterden, a web application where students and teachers would post questions for other students to answer.
- **Angular**-based application consisting of a front-end, back-end, and database
- Created front-end user login page, questions page, and answering page using **HTML, CSS,** and **JavaScript**.

DATA MODEL PROJECT
Developed a series of statistical models with a partner to discover patterns in reported drug overdoses around the U.S.
- Developed multiple models using a list of reported drug overdoses in **R Studio.**
- Reviewed and analyzed models to elucidate patterns and draw conclusions about overdoses in the U.S.