Isaac Olvera

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[GitHub](#) | [LinkedIn](#)

Education

California State University, Fullerton (CSUF)   August 2019 – December 2024

Bachelor of Science, Computer Science

Relevant Coursework: Data Structures, Algorithms, Artificial Intelligence, Operating Systems, File Structures and Databases, Database and Applications, Cryptography, Intro to Machine Learning

Technical Skills

Languages: C++, C#, JavaScript/HTML/CSS, Python, SQL, PHP

Tools/Technologies: GitHub, Linux, React, Windows 10/11, Microsoft Office, XAMPP, Visual Studio Code, AWS S3 and Sagemaker

Skills: Project management and planning, Customer service and support, Agile and scrum development, Communication, Time management

Projects

Content-Based Music Recommendation   January 2023 – May 2023

- A group-based machine learning project that classifies a song's genre using algorithms such as SVM and Decision Trees, and then uses KNN to recommends a list of songs utilizing factors such as tempo, valence, acousticness, and more based on the results of the previous algorithms
- Introduction to data manipulation

Traffic Control Efficiency   August 2022 – December 2022

- A group-based project where the speed efficiency of traffic for the city of Chicago was calculated and improved using the city's various factors such as traffic lights, stop and yield signs, road structures, availability of public transportation, and more
- Understanding of how Amazon S3 and Sagemaker works, as it was crucial due to the size of each csv file that our team worked with

Smart CCTV Camera   August 2022 – December 2022

- A python based project that uses an external camera to record and take pictures of detected bodies and faces that appear within a camera's frame. All videos are saved on the working PC where the program is running, and the pictures are sent to an authorized email to act as an alert for the user.
- Utilized both OpenCV and SSL Sockets in order to capture, record, and send each video/photo to the designated email address.

Get That Bread   January 2022 – May 2022

- A group-based, interactive web game project where a user clicks on a piece of bread in order to earn points and upgrade their "bread business" (based on the popular Cookie-Clicker game).
- One of my first major projects that gave me a basis in understanding communication and teamwork, agile and scrum methodologies, as well as how to utilize both Linux and GitHub in order to make sure that our program files were saved and kept up to date