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EDUCATION

Pasadena City College

August 2017 - Present

- Major: Computer Science
- Maior GPA: 3.42

Coursework

- Discrete Structures
- Object-Oriented Programming in Java
- AP Computer Science A

Data Structures

- Object-Oriented Programming in C++
- Intro to Computer Science

PROJECTS

SQL Database

- Developed a miniature SQLite clone in C++ that stores tables locally in binary files
- Supports a subset of SQL commands (SELECT, INSERT INTO, CREATE TABLE, DROP)
- Implemented a B+Tree for indexing
- Implemented a string tokenizer and SQL parser using a state machine

Graphing Calculator

- Developed a simple graphing calculator in C++ that plots 2d cartesian functions, like Desmos
- Uses an input tokenizer and the shunting yard algorithm to convert an infix expression to postfix notation to be evaluated
- Used SFML as a renderer

Sushi Shop

- Worked in a team to develop a sushi making game in Java
- Player is given a randomized sushi order and must move a plate to catch falling ingredients to construct the order
- Uses JavaFX as the primary GUI library and the JavaFX canvas as the primary renderer
- Designed the game engine framework

WORK EXPERIENCE

Teacher's Assistant Intro to CS, Object Oriented Programming

Winter 2019, Summer 2019

- Worked with students to help debug code, understand concepts, and work out solutions for assignments
- Worked with the professor to learn how to more effectively assist students
- o Helped troubleshoot problems with the classroom's computers
- Tutor Intro to CS, Object Oriented Programming

Spring 2019

Worked one-on-one with students that need assistance with programming assignments or debugging

Skills

Languages: C++, Python, Java, JavaScript/TypeScript, HTML/CSS

Libraries/Frameworks: jQuery, SFML, Node.js, discord.py, discord.js, Bootstrap

Tools/Software: git, Photoshop, Bash